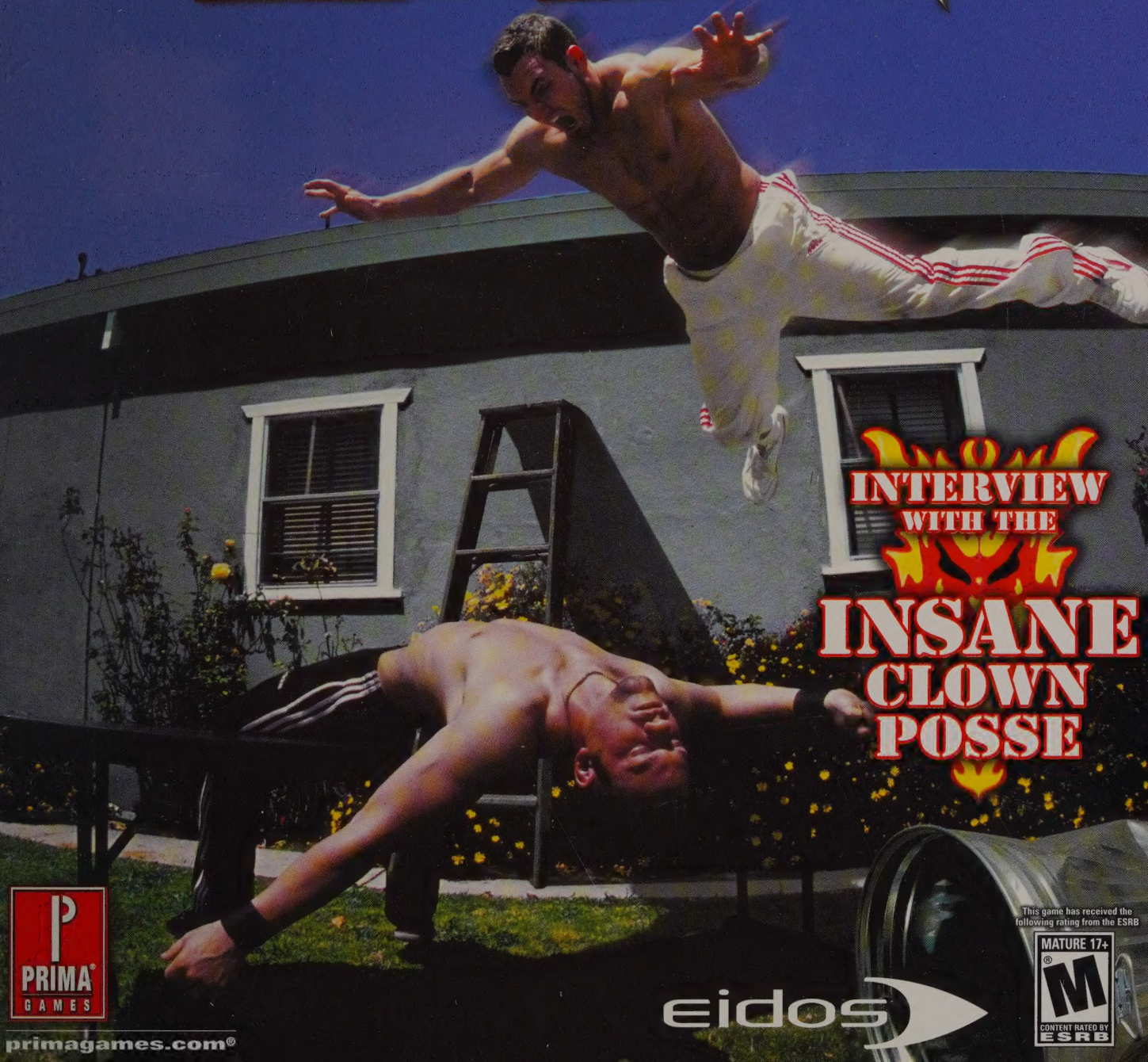
PRIMA'S OFFICIAL STRATEGY GUIDE

# BACKYARD WRESTLING™

## DON'T TRY THIS AT HOME



INTERVIEW WITH THE INSANE CLOWN POSSE

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MATURE 17+

M

CONTENT RATED BY ESRB

# BACKYARD WRESTLING

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# Prima's Official Strategy Guide

jon robinson

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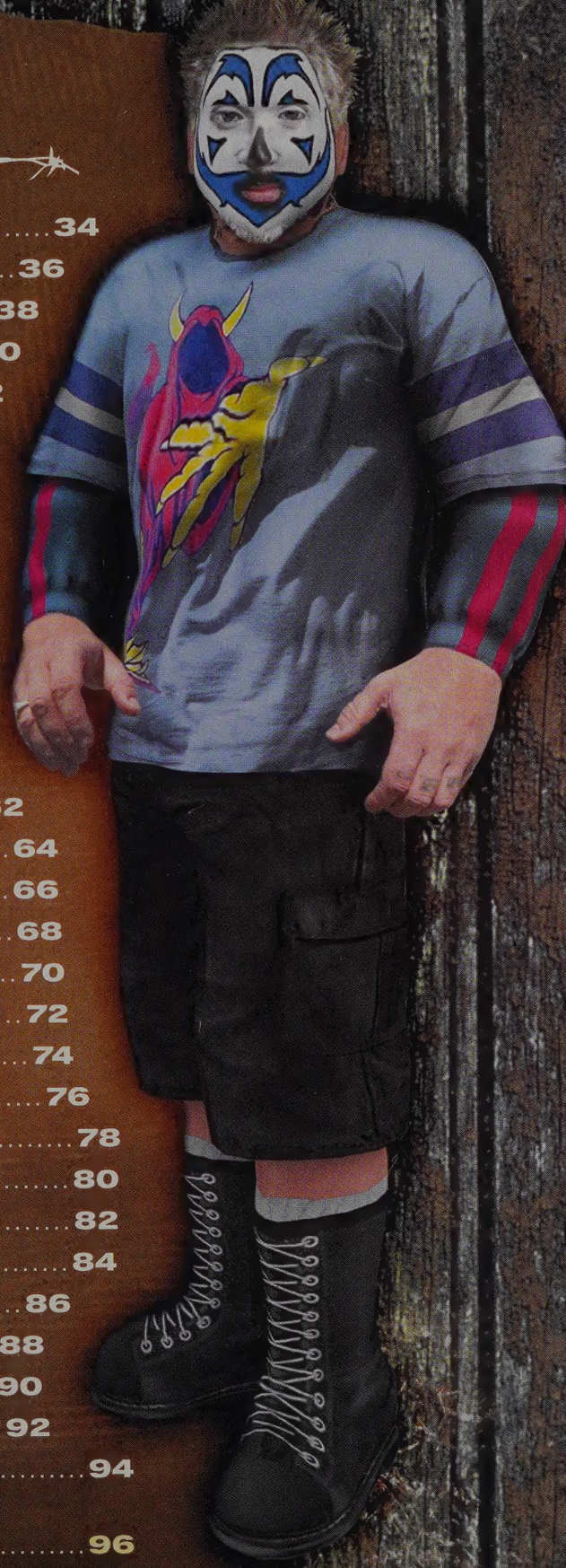

# Don't Try This at Home!

The wacky world of wrestling is part circus, part slugfest, and all show, and backyard wrestling is no different. In fact, professional wrestling actually seems a bit tame in comparison to the madness you're about to witness in *Backyard Wrestling*. Then again, what did you expect from a game that features clowns, chicks, and cows in a wild mix of backroom battles, fire, and daredevil leaps from three-stories high?

Featuring the likes of everyone from rappers The Insane Clown Posse to Kitana the Miller Lite girl to some of the most infamous backyard brawlers you've seen in those underground tapes stashed under your best friend's bed, if you're looking for a fight, these guys (and gals!) are ready to give it to you.

Sure, Stone Cold never rubs his booty up against his opponent's frontside like Kitana does before her lap dance version of the Stunner, but that's probably not something you'd want to see anyway. Like we said, *Backyard Wrestling* takes an already over-the-top "sport" to that next level of tastelessness. Backyard wrestling fans wouldn't have it any other way.

Inside, you'll find everything you ever wanted to know about each character, as well as how to utilize the various weapons and environments to your advantage. From scalding opponents in a hot shower to getting kicked in the chops by a stripper, you'll become the nastiest of the nasty, and a *Backyard Wrestling* legend.



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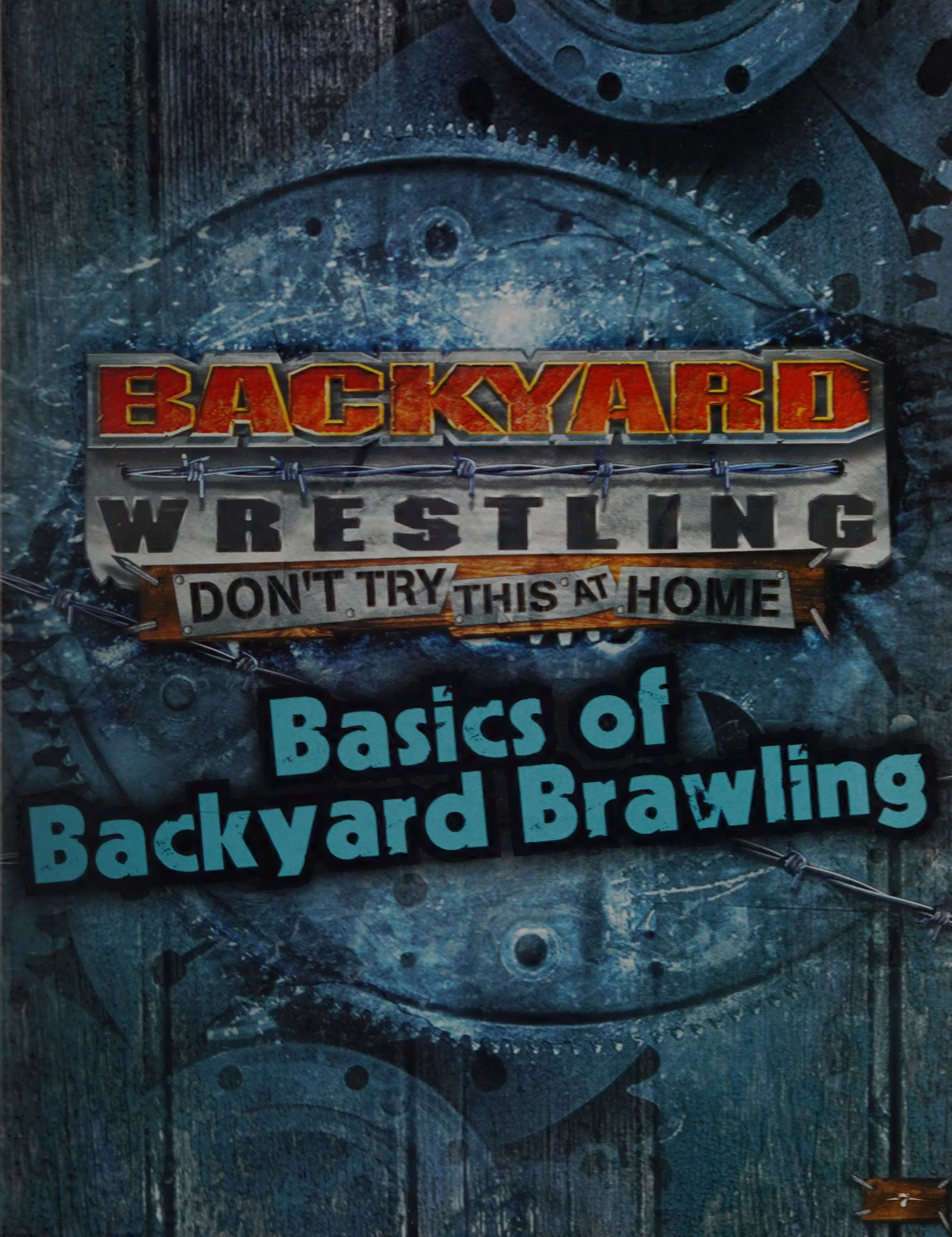
BACKYARD
WRESTLING
DON'T TRY THIS AT HOME
Basics of
Backyard Brawling

# Basics of Backyard Brawling

## Controller Configuration

### Playstation 2

### Normal or Non-Clench State

*This is the default state. Your wrestler is holding no weapons, does not have the opponent in a grab, and is on the same playing level as your opponent.*

**Move:** Left analog stick or D-Pad.

**Climb Object:** Press direction toward object.

**Attack 1:** Press ■

**Attack 2:** Press ×

**Attack String:** Tap ■,× repeatedly.

**Knockdown Attack:** Tap ■+×.

**Pick up Weapon:** Press ▲

**Grab:** Press ●

**Dash:** Press R1

**Pin:** Press L1

### Grab/Drag State

*This state occurs after a successful grab attempt on the ground. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

**Drag:** Press any direction.

**Set Up Opponent:** Drag opponent toward object (table), then press the direction toward that object to attempt to place opponent on object.

**Attack Throw:** Press ■ + any direction

**Slam:** Press × + any direction

**Irish Whip:** Tap ● + any direction

**Special Move:** Press ■+× when your health meter is flashing.

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## Foot-Grab/Foot-Drag State

*This state occurs after a successful foot-grab attempt at a prone victim on the ground. It lasts for only a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

**Drag:** Press any direction.

**Release:** Press ●

## Ledge-Grab State

*This state occurs after a successful grab attempt on a table or ledge. The victim is held overhead, ready for throwing.*

**Drag:** Press any direction.

**Throw 1:** Press ■

**Throw 2:** Press ×

## Jump State

*This state occurs when the player is on a ledge or table above the opponent. The player must be within a limited distance from the target to be in this state. The player will stand straight and face the opponent when the state is active.*

**Jump:** Press ■ or ×

## Dash State

*This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

**Dash Attack 1:** Press ■

**Dash Attack 2:** Press ×

## Weapon State

*This state occurs when the player is holding a weapon. Players cannot climb while holding a weapon.*

**Attack:** Press × or ■
There are two attacks per weapon, in addition to ground attacks targeted at laying opponents down. Some weapons are thrown, while others can be repeatedly swung for a combo.

**Drop Weapon:** Press ● or ▲

## Reversal State

*This state occurs for a split second during the opponent's attack. The player flashes briefly. During this state, perform an attack throw, Irish Whip, or slam to reverse the opponent's attack.*

**Attack Throw:** Press ■ + any direction
An attack throw consists of a canned sequence of attacks, such as punches or kicks, performed on the victim. There are four types per character. Can be reversed by the victim.

**Slam:** Press ✕ + any direction
There are four slams per character. Slams differ from attack throws in that typically the victim is forcefully dropped onto the ground. Can be reversed by the victim.

**Irish Whip:** Press ● + any direction
Throws the victim in the direction the player is facing. The victim will run a distance before falling or hitting an obstacle. Cannot be reversed by victim when performed as a reversal. Cannot be used as a reversal when in Ledge-Grab or Foot-Grab states.

## Pin State

*This state occurs when the player is lying on the ground and being held by the opponent. The only thing possible here is a pin reversal.*

**Pin Reversal:** Press ■ + any direction, ✕ + any direction, or ● + any direction

Xbox

## Normal or Non-Clench State

*This is the default state. Your wrestler is holding no weapons, does not have the opponent in a grab, and is on the same playing level as your opponent.*

**Move:** Left analog stick or D-Pad

**Climb Object:** Press direction toward object

**Attack 1:** Press X

**Attack 2:** Press A

**Attack String:** Tap X,A repeatedly.

**Knockdown Attack:** Tap X+A.

**Pick up Weapon:** Press Y

**Grab:** Press B

**Dash:** Press RB

**Pin:** Press LB



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## Grab/Drag State

*This state occurs after a successful grab attempt on the ground. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

**Drag:** Press any direction

**Set Up Opponent:** Drag opponent toward object (table), then press the direction toward that object to attempt to place opponent on object.

**Attack Throw:** Press X + any direction

**Slam:** Press A + any direction

**Irish Whip:** Press B + any direction

**Special Move:** Press X+A when your health meter is flashing.

## Foot-Grab/Foot-Drag State

*This state occurs after a successful foot-grab attempt at a prone victim on the ground. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

**Drag:** Press any direction

**Release:** Press B

## Ledge-Grab State

*This state occurs after a successful grab attempt on a table or ledge. The victim is held overhead, ready for throwing.*

**Drag:** Press any direction

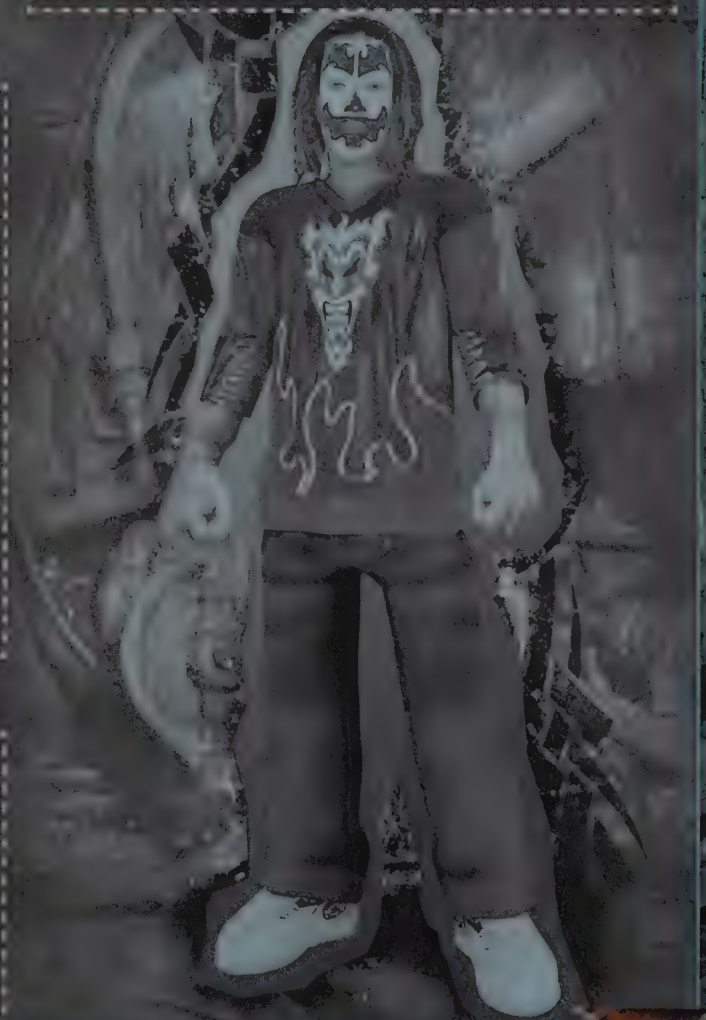
**Throw 1:** Press X

**Throw 2:** Press A

## Jump State

*This state occurs when the player is on a ledge or table above the opponent. The player must be within a limited distance from the target to be in this state. The player will stand straight and face the opponent when the state is active.*

**Jump:** Press Y or B



## Dash State

*This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

**Dash Attack 1:** Press X

**Dash Attack 2:** Press A

## Weapon State

*This state occurs when the player is holding a weapon. Players cannot climb while holding a weapon.*

**Attack:** Press X or A
There are two attacks per weapon, in addition to ground attacks targeted at opponents lying down. Some weapons are thrown, while others can be repeatedly swung for a combo.

**Drop Weapon:** Press B or Y

## Reversal State

*This state occurs for a split second during the opponent's attack. The player flashes briefly. During this state, perform an attack throw, Irish Whip, or slam to reverse the opponent's attack.*

**Attack Throw:** Press X + any direction
An attack throw consists of a canned sequence of attacks, such as punches or kicks, performed on the victim. There are four types per character. Can be reversed by the victim.

**Slam:** Press A + any direction
There are four slams per character. Slams differ from attack throws in that typically the victim is forcefully dropped onto the ground. Can be reversed by the victim.

**Irish Whip:** Press B + any direction
Throws the victim in the direction the player is facing. The victim will run a distance before falling or hitting an obstacle. Cannot be reversed by victim when performed as a reversal. Cannot be used as a reversal when in Ledge-Grab or Foot-Grab states.

## Pin State

*This state occurs when the player is lying on the ground and being held by the opponent. The only thing possible here is a pin reversal.*

**Pin Reversal:** Press X + any direction, A + any direction, or B + any direction



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## Stun Meters

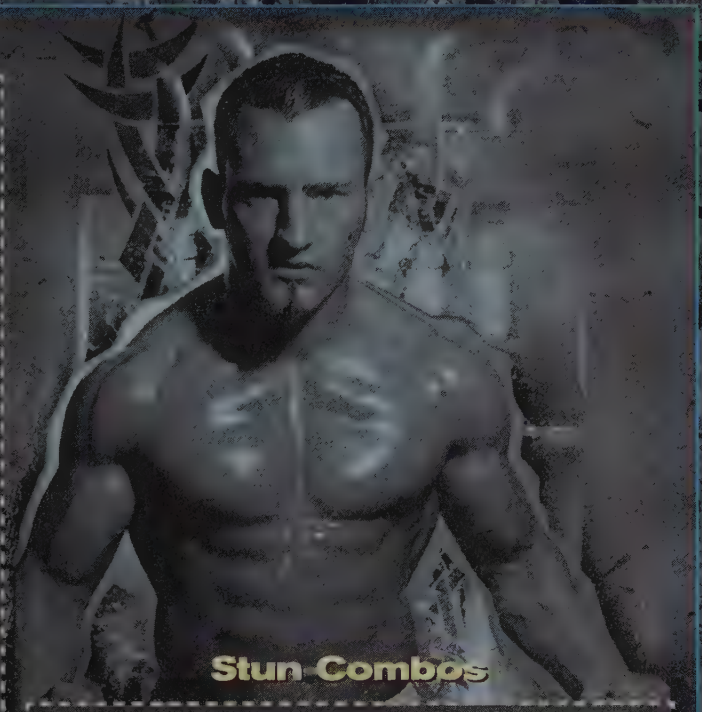
One of the most important things you'll need to learn while playing *Backyard Wrestling* is that each wrestler has three different stun meters, and each stun meter is filled using different methods of attack. The meters are located underneath each wrestler's health bar.

The yellow meter is the smallest and is filled using basic melee attacks like punches and kicks. As you punch and kick, your opponent's meter fills, and they become "punch drunk." This is the shortest stun in the game, but will still enable you to further damage your now-helpless opponent.

The orange stun meter is located in the middle of the three meters. This middle meter is filled using various slams and attack throws. Once you knock your opponent down and he is stunned, pick him up again for another slam to deliver additional cyber-pain.

The red meter is the largest and is filled by performing jumps and Irish whips. This meter takes the longest to fill but also stuns your opponent for the longest period of time.

The key is to watch which meter is closest to being filled, then use that type of attack to stun your opponent. When your opponent is stunned, he can't fight back, he can't reverse your move, and he is basically yours for the ass kicking. All damage you inflict during the stun is also tallied up at the screen's bottom. Keep racking up the attacks and try to get the highest score possible.



## Stun Combos

One of the biggest bonuses to stunning opponents is that you can also link stun moves together to perform a longer stun, in turn, enabling you to knock your opponent silly with slams and suplexes. In fact, you can link all three stun meters together to completely take control of your match. Here's how to do it:

**Step One:** Try to fill each meter to a nearly full state, but in the process of pulverizing your opponent, don't completely fill any of the three meters. Once each meter is almost full, then fill the first meter with a final punch or two. This will cause your opponent to be "punch drunk."

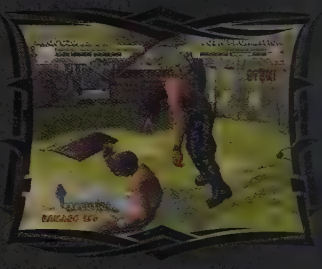
**Step Two:** Once your opponent is in the "punch drunk" state, hit him with a slam. As soon as you perform the move, the orange stun meter flashes, indicating that you've successfully stunned your opponent a second time.

**Step Three:** When your opponent is down, find a nearby table or car from which to jump off, then leap onto your prone opponent. Once you land on top of your opponent, your red meter will be filled, and you have successfully linked all three stun moves together.

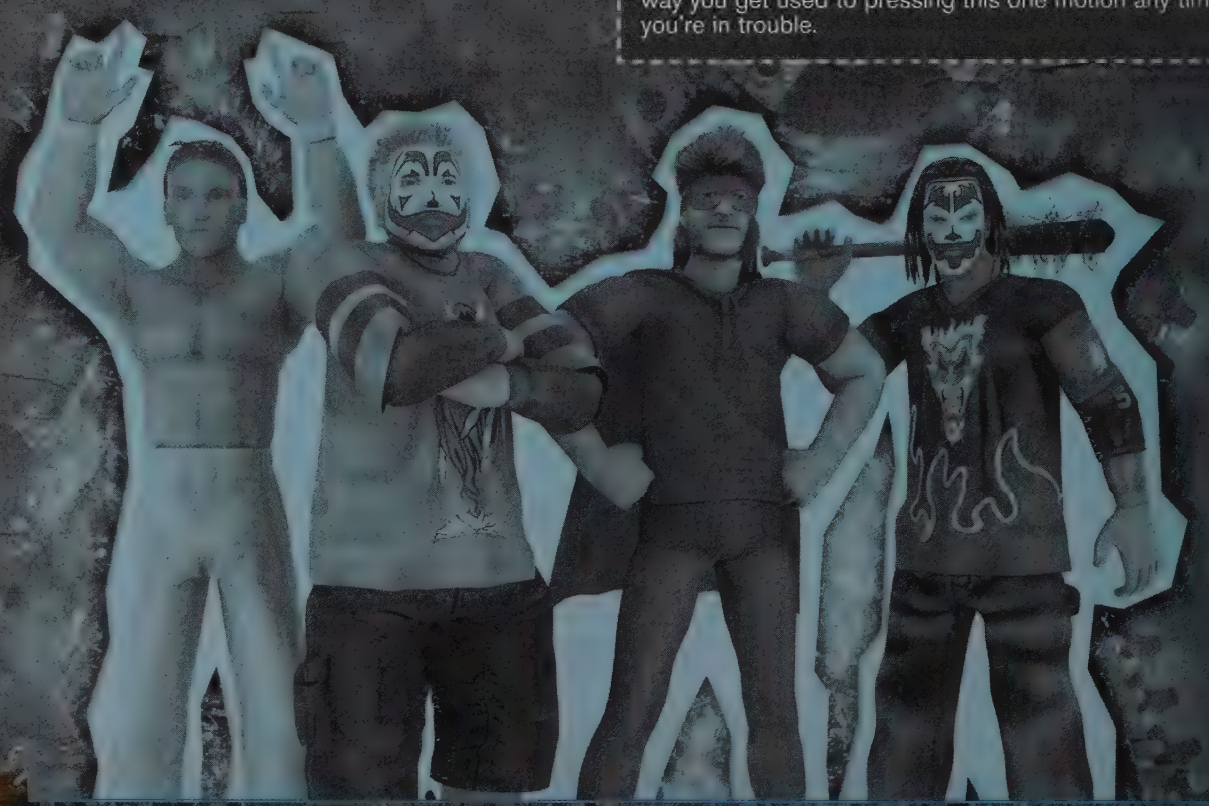
Now that your opponent is down for the longest possible stun, it's time to climb to the highest spot in the level and perform a daredevil trick from the rooftops. Hit this big stunt, and it's curtains for your opponent.

## Reversals

The key to hitting reversals is timing. Every time you or your opponent is about to perform a move, the wrestler on the defense will flash. As soon as you see the flash, you must attempt the reverse. Press the buttons too soon or too late, however, and it's all over.



To do a reversal, simply button mash any time you're about to be beaten. Since every move has different timing for the reversal, instead of memorizing all of the rhythms, you can simply mash the same buttons repeatedly in hopes of hitting the reversal. You can reverse any move using the same button strikes you use for throws and slams. The simplest way to reverse is to always use the same slam move as your reversal, that way you get used to pressing this one motion any time you're in trouble.





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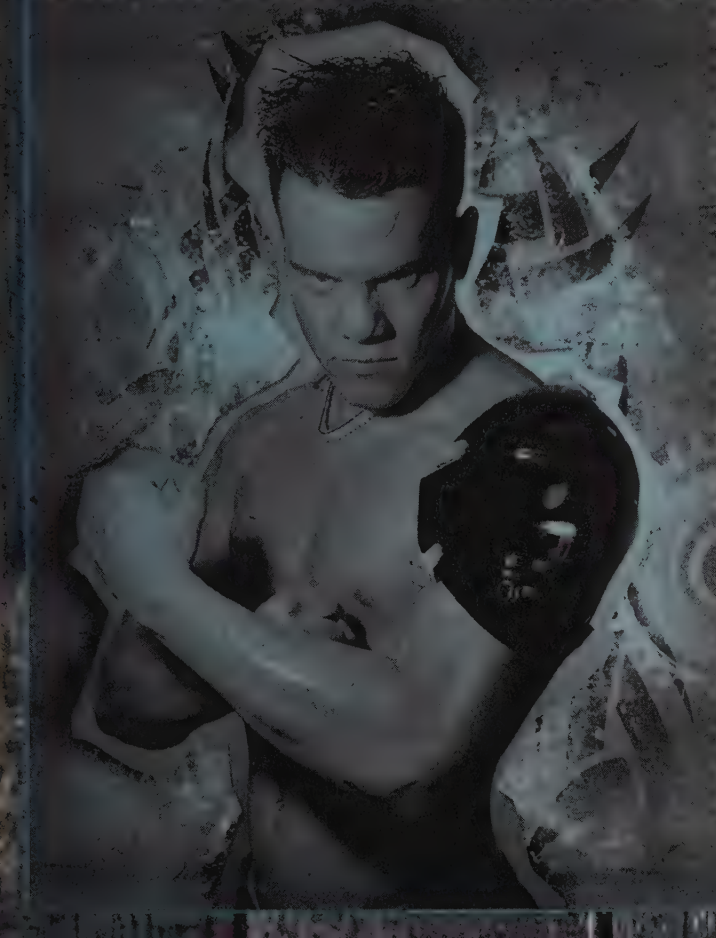
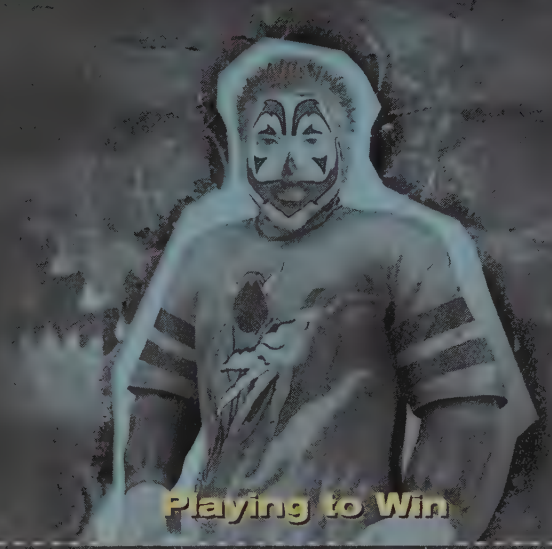
## Finishers

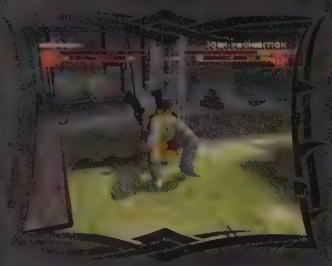
Every character in the game has a finishing move used to knock out opponents. The key is to not use this move too early. As you beat up your opponent, your health meter will begin to flash, which means your finishing move is now available to use. If you use the move right away, however, it probably won't completely knock your opponent unconscious, and he can get up and continue the match. Sure, the move does a lot of damage, but they're called finishers for a reason. Besides, there's nothing worse than fighting desperate opponents who feel they have nothing to lose by going for crazy moves because their health is already at the bare minimum.

The best thing to do is continue to punch, kick, and slam your opponents until their health meter is about a quarter full. This way, when you finally hit your finisher, it finishes them off.





## Playing to Win



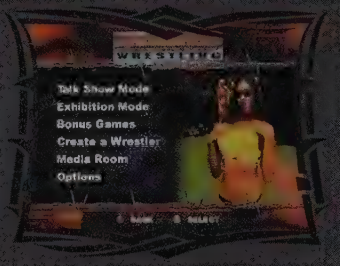
Remember, it's always nice to knock your opponent out, but don't forget about the pin as well. Sure, it's not as gratifying, but if your opponent's health is low in the red and he's flat on his back, go for the pin instead of picking him up. It might be the quickest way to a win.

Remember, *Backyard Wrestling* isn't just about beating your opponents; it's about how you beat them. You must learn each environment in which you're wrestling, from the weapons, to the non-playable characters who do damage, to the spots you can climb up and jump down from.

Check the intro to each level and watch what locations are shown on screen. This is a great clue that you can perform some crazy move in this area. The better you learn the seven locations, the better you'll be at the game because you can slam opponents into other characters who will then do the dirty work for you. You will know where that barbed-wire bat is. You'll know that you can light the mattress on fire. This knowledge is king in *Backyard Wrestling*; with a little experience, you'll be the champ of the backyard circuit in no time.

# Game Modes

*Backyard Wrestling* features a variety of game modes to get your fight on. Here's a list of each mode, along with a brief rundown of what you should expect.




## Talk Show Mode

It's time to take out the trash. Talk Show mode is centered around, what else, a talk show full of "Oh no you didn't!" moments and people who look like their father and brother are one and the same. After watching a short clip from "Today's Topic," you will face off against some of the meanest backyard bruisers in the business. Each segment has a list of opponents that you must defeat to continue. The final character you face in each segment is the boss. Defeat the boss to pass the level and save your progress.

You can't save your game in between bosses, so make every fight count—if you lose to the boss, you'll have to play the entire mission over. Also, if you fight and defeat a locked character in Talk Show mode, they unlock and become available to play in the other modes after you finish the level. Additionally, level locations you play through will also become unlocked for play in the various other game modes. Beat Talk Show mode entirely, and you will be rewarded with two additional bonus games.

## Exhibition Mode

This is the basic backyard brawl between two players or a single player versus a computer. Defeat opponents through either pinfall or knockout.

## Tag Mode

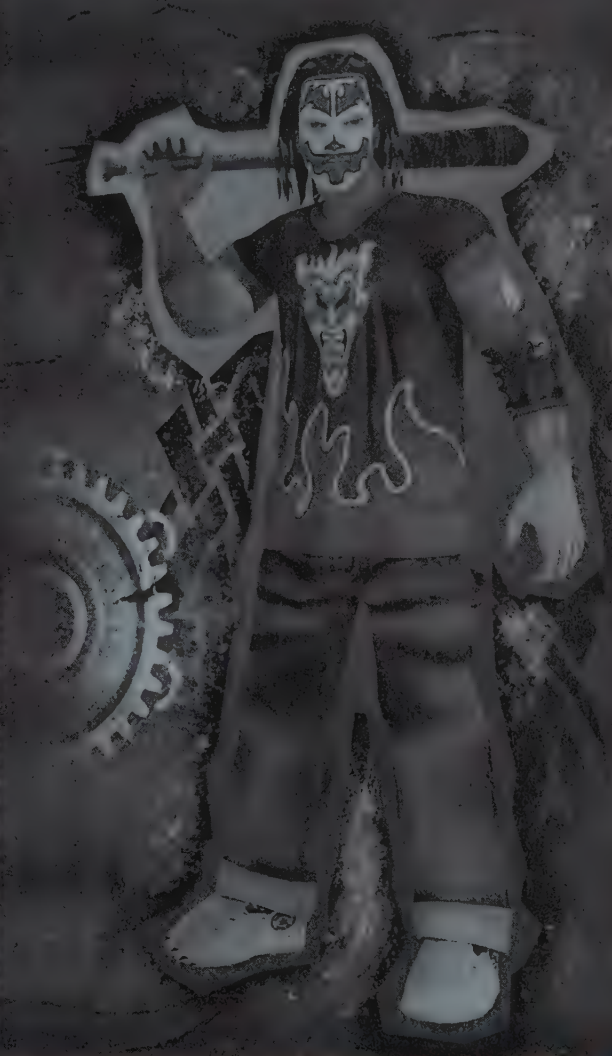
Not the game you'd normally think of when you think tag and wrestling. Remember, the name of the game is tag, not tag team, so don't go in thinking you're going to be the next British Bulldogs or anything like that. It's more like the game of tag you used to play on the playground than anything you've seen on pay per view. Basically, to tag your opponent and make them "It," you must perform a move that takes them off of their feet. The person who is It, then catches on fire until they can tag the other person back by knocking them to the ground, and in turn setting them on fire.

You can set the time limit for the time each wrestler will actually stay on fire to five seconds, ten seconds, or infinite. The problem with infinite, though, is that once someone gets lit on fire, the rest of the game simply turns into a race as the wrestlers chase each other around the level. Five seconds seems to work best and makes for the fiercest battles as you see who can light who on fire the most in a given round.

## King of the Hill

There is no hill, nor is there a crown. What there is in this mode is a push-and-shove battle for position and health that leads to one wrestler still standing at the match's end. When the match starts, you'll see a certain quadrant of the location light up. The goal is to have your wrestler in that lit area while your opponent is in the unlit area. For every second you're in the lit area, you will gain health. For every second you're in the unlit area, you lose health. Simple rules, simple solution to win.

The key is to get on the lit area and lash whip your opponent to the other side of the level. By the time he makes it back to the lit area, more damage will be done than if you simply tried to fight him the entire time. Plus, this way you're gaining health while he's running to the opposite side of the level and quickly losing health. Like I said, a simple solution.



# Bonus Games

## Survival

Survival is the one bonus game that is unlocked from the moment you boot up the game, and it is a true test of any backyard brawler's skill. The goal is to defeat as many opponents as possible using only one health bar. After each match, your health is replenished a small amount, then another opponent enters the yard looking for a fight. As you progress through each fight, the random opponents that enter the yard become increasingly difficult to defeat. You'll need to break out all of the weapons and any tricks you have up your sleeve to score win after win, until you can finally claim the highest score in the game.

In fact, you don't even need to be number one to be immortalized on your memory card, as the top five scores are saved, including number of opponents, your player initials, and the name of the wrestler you used to whip all of that ass.

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# Talk Show Mode

## Backyards with Bite

***These are the best ways to beat opponents in Talk Show Mode. Anyone can win a match with basic moves and a finisher, but to get the most out of Backyard Wrestling, you must utilize the vast array of weapons tossed around each level, as well as the levels themselves. When each level starts, you're shown quick glimpses of different spots around the locale, from rooftops to tables to stairs. Keep these spots in mind when the match starts, as these quick glimpses are really clues about where to find the hottest spots for action. Sure, you already knew the stripper was hot, but did you know she'll kick you or, better yet, your opponent in the chops if you get to close? Didn't think so.***

***After defeating a wrestler, the next wrestler in the lineup will challenge you. Your health will replenish after each fight, but only a little, so avoid taking damage at all costs as a severe beat down in your first match might not cost you that fight, but a fight down the road. Your health will finally get back to normal after defeating the level boss and advancing to the next location.***

## Backyard Bedlam

***What's a backyard without a barbecue?***

### Opponents

Rude Boy
Atrocity XXX
Masked Mike

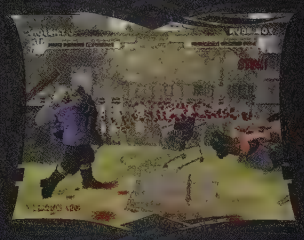
### Extra Goals

Time to Win: 2:15
PPK Damage: 500
Break BG Objects: 3

The first location also features some of the game's deadlier tricks. The first thing you notice is the crazy uncle barbecuing near the fence. Irish whip your opponent into the man in desperate need of both a shirt and a tan to make him angry. Once he's triggered, any time you or your opponent get near, he'll swipe at you with his hot fork.

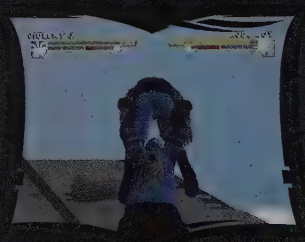
Near the barbecue you'll also notice a mattress with a red gas can at the end, sitting on the grass. Maybe this is your crazy uncle's bed, who knows, but it makes for a great fire. Smack your opponent until he is Punch Drunk, then use the break in fighting to pick up the gas can. This will cause you to automatically light the mattress on fire. Now pick up your stunned opponent and throw him into the fire.

On the opposite side of the yard, you'll find another crazy relative working on his car. Like the madman barbecuing, simply slam or Irish whip your opponent into the wannabe mechanic to force him into the action. Once triggered, any time you or your opponent get near, he'll torch your ass until you're nice and crispy.



You'll find plenty of useful weapons throughout the yard, from a car door to a baseball bat with barbed wire. You can even use the basketball to toss at your opponent's head, but try to stick with the big stuff. Why waste your time with a ball when you could be smashing your opponent's balls with a steel chair or a pool stick. Besides, if you're looking to throw something at your opponent, grab the pile of bricks near the boat.

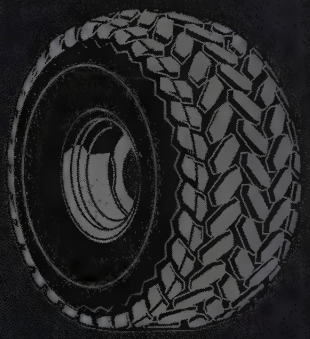
Any time you see a ladder, take the clue that it's there for you to climb. Also, be aware of any and all tables set up around the yard. Not only can you suplex opponents through these tables, but you can set up stunned opponents on top of tables, then use the ladders to climb on top of the tree house or even the house roof to perform a super stunt.



If your opponent gets up before you can jump from the roof, don't worry. Wait for your opponent to climb up to the level you're already on, then grab him in a slam. You'll toss him back down to the main level, giving you a second chance to pounce on him from up high.

## Truck Stop Turmoil

***Who needs a tour bus anyway?***

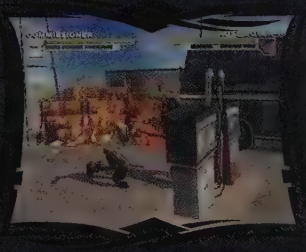


### Opponents

Jezebel
Ross Lover
El Chicharron
Karnage

### Extra Goals

Attack Throw Damage: 600
Total Reversals: 2
Remaining Health: 1250



Any time you're fighting at a gas station, you know the action should be explosive. You just didn't know that the explosive part is taken quite literally in *Backyard Wrestling*. Slam your opponent or Irish whip him into the various gas pumps to cause explosions and fire. One pump goes high into the sky; another will actually cause a chain reaction of flames that lights piles of hay on fire.



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If your opponent is stunned, drag him over near the elephant and watch as the chick on top of the beast starts chucking things at your opponent's head. From this spot, you can knock over all of those big barrels on top of your already stunned opponent.

The ice machine and things like it aren't just there to make the level look pretty. You can actually pull ice out of the ice machine to bash your opponents with. Remember, these locations are here to hurt you, so take advantage of every inch.

Irish whip your opponent into the motorcycle parked near the bar, and the owner will come out looking for blood. Irish whip your opponent into this pissed-off patron and watch as he does all the ass kicking for you. Just don't get too close. This guy is an equal-opportunity ass kicker and doesn't care who gets in the way of his flying fists.

You can climb up the side of the big rig, up the ladder to the bar's roof, or even up the ladder that leads to the water tower. Like the backyard in the first location, try to set up your opponent on one of the many tables underneath these high spots, then jump off and crash through both your opponent and the wood.

Irish whip your opponent into the side of the ICP tour bus to open up the baggage compartment. You will then be able to swipe the ICP luggage and use it to pound your opponent in the head and gut.

## Meatlocker Mash

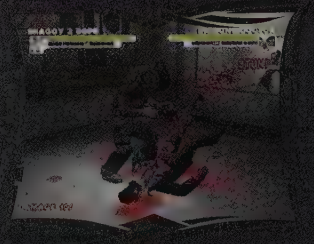
***What's a little more blood in a slaughterhouse?***

### Opponents

Commissioner
Da Bone Doctor
JCW's Evil Dead

### Extra Goals

PPK Damage: 700
Slam Damage: 750
Weapon Damage: 500



The suit behind the window might just be the floor supervisor, but bust his window and he becomes one seriously pissed-off floor supervisor who is armed with a megaphone that he likes to smack into people's heads. Irish whip your opponent into the window, then continue to punch and kick your opponent over into that area to pick up extra hits from the supervisor.

The giant fan can be a deadly weapon. Use an Irish whip to send your opponent crashing through the protective area, then whip him again toward the fan. This time, without the protection, your opponent will eat the giant blades as you cool off in the breeze.

As you fight throughout the slaughterhouse, you'll notice a man standing near the cow in one of the corners. Try knocking your opponent near this strange little man and you'll find that this little man carries with him a big taser. Get hit with this, and your opponent will be feeling shocked, and possibly stunned, setting you up to perform another hard-hitting slam.

Over near the hazardous materials sign you'll find a garbage can full of cow parts and, well, hazardous materials. Don't let all of this goodness go to waste. Pick up the cow parts and throw them at your opponent from long range to smack him upside the head with a little cow heart or leg.

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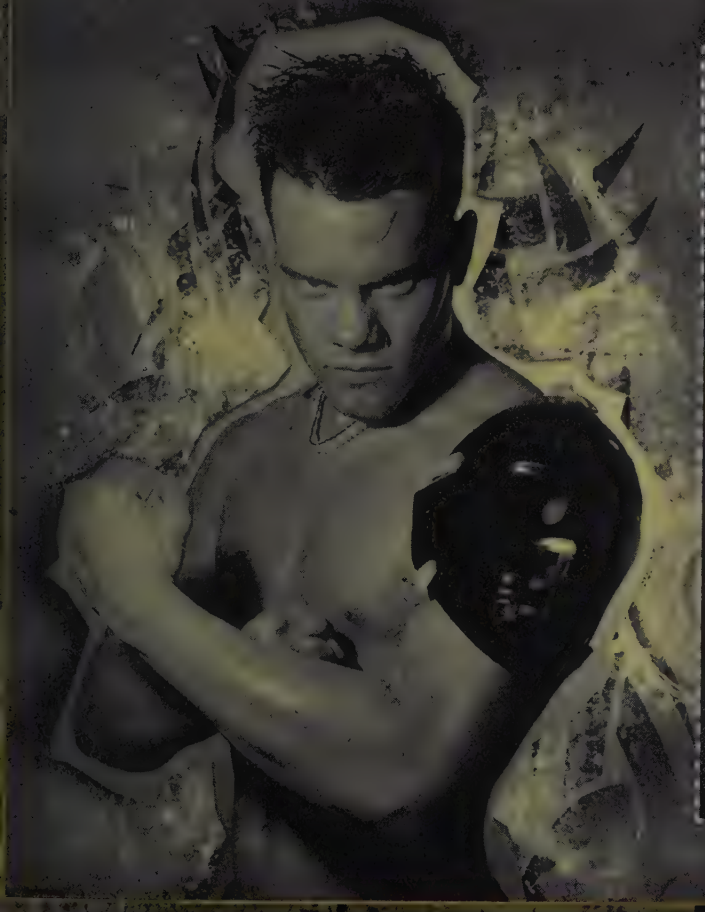
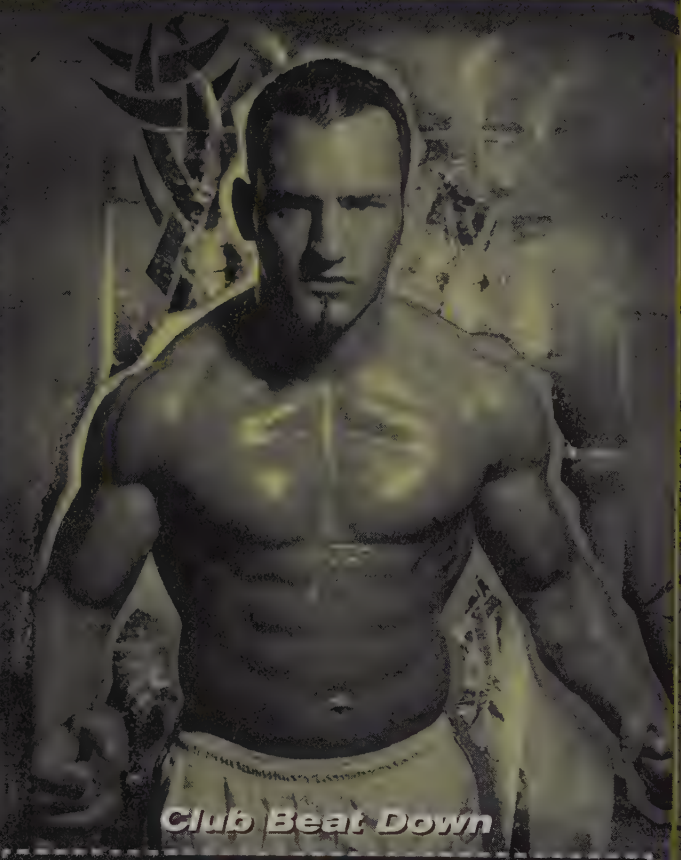
Climb the ladder to fight on top of the scaffolding. This is the most dangerous place in the slaughterhouse, so make sure you're the one tossing your opponent back down to the main floor and not the other way around. It's a long drop back down to the cows, and it's a drop you don't want to suffer.

You will also be able to climb on top of the small ledge near the hanging piece of cow meat. This is a great place for a quick combo strike, turning a slam and a stun into a slam, a stun, and then a high-flying maneuver off of the ledge.





## Club Beat Down

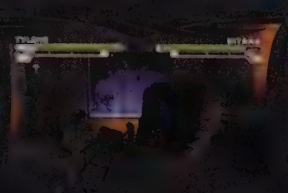
***Get too close to this dancer, and she'll dance all over your face.***

### Opponents

Gupta
Kitana
Rosie
Sabu

### Extra Goals

Time to Win: 1:45
Attack Throw Damage: 1000
Remaining Health: 1875



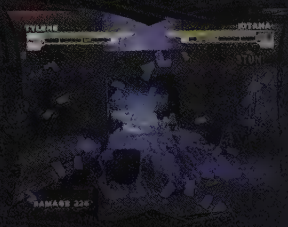
This is one of the most fun levels in terms of extras, as there are loads of weapons like chairs, tables, and candles everywhere, as well as lots of room to run around and experiment with the different areas in the club.

When you see a stripper on stage, most guys' initial reaction is to go up and try to touch her. This is a very bad mistake, however, because there's no sex in the champagne room, and this stripper likes to kick you in the teeth. Watch out as she swings around her pole. If you're too close, you're liable to take one in the chops.

Another danger point is the bar. No, they're not having half-priced Long Island Ice Teas; what I'm talking about is the bartender who would rather throw bottles at anyone who steps near the bar than actually pour someone a drink. Irish whip your opponent over toward the bar and stand back as he takes a bottle to the noggin.

What's a strip club without showers, and in *Backyard Wrestling*, these showers are even interactive. Irish whip your opponent into the shower, then walk in and turn it on. The water will scald your opponent, and you're left laughing at the clever way you just brutalized another adversary.

Speaking of clever ways to beat up opponents, Irish whip your opponent into the giant fish tank, not once, but twice, to crack the glass and spill all of the water and fish out onto the floor. Pick up a fish and slap the smell out of it as your opponent falls to the ground, thanks to a guppy to the head.



Near the bar is scaffolding that goes up the wall. Climb up to reach the VIP area above the club. If your opponent follows you, simply grab him and toss him back down, then jump off the ledge to crash down onto him for a serious case of hurt.

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## Shopping Spree

### Opponents

Monoxide
Hernia
Shaggy 2 Dope

### Extra Goals

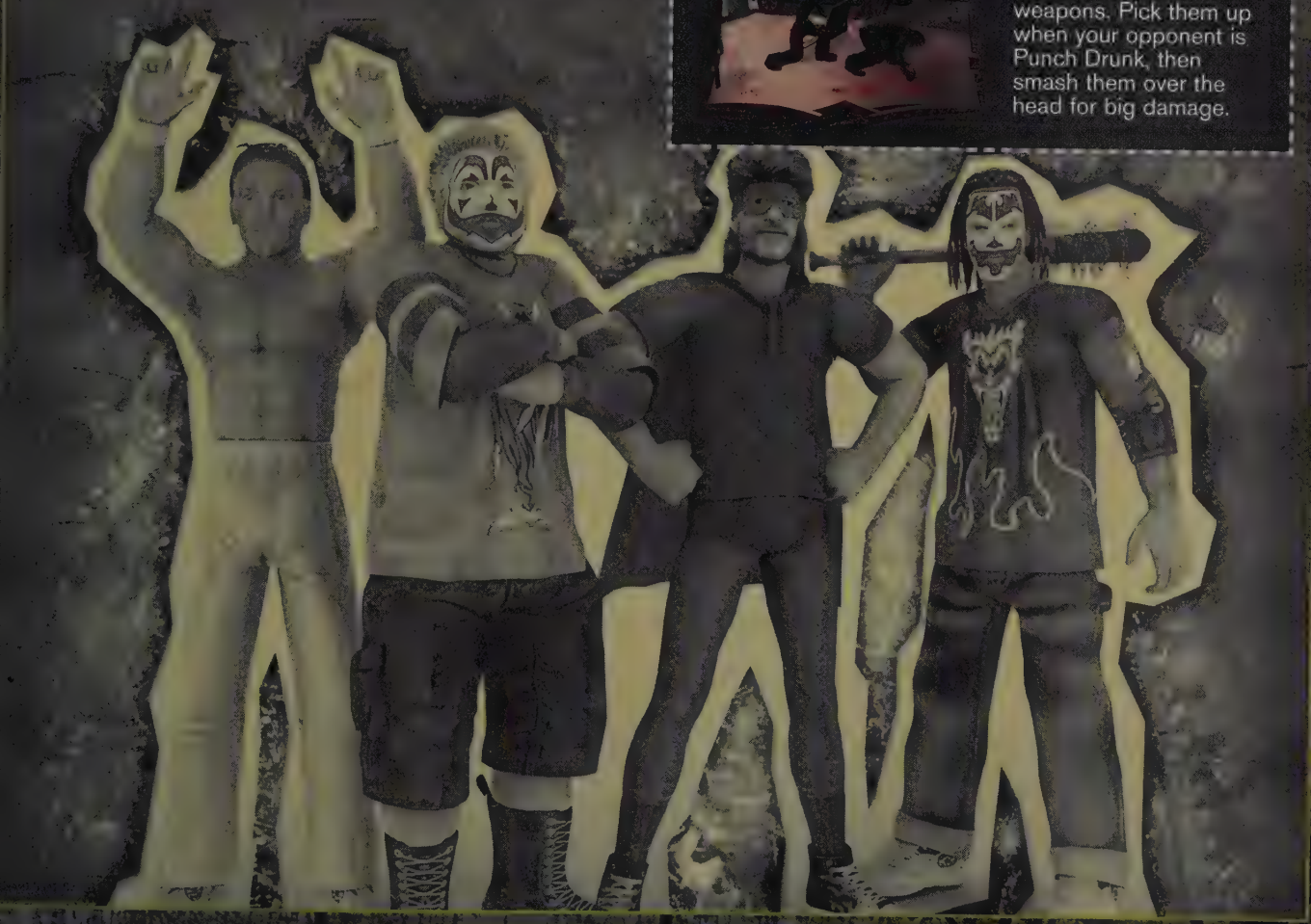
Slam Damage: 1250
Jump Damage: 750
Total Reversals: 4

Some Santas give gifts, others, like this drunk Saint Nick at the mall, would rather hand out beat downs. Irish whip your opponent into the liquored-up Mr. Claus' shopping cart to bring out the nasty side in this jolly old fellow. I'd hate to be Rudolph at a time like this.

Some Christmas gifts, like the TV and golf clubs in the back of the green car, are better to give than receive. Loot the car for all of the goods, but instead of keeping them for yourself, use them to smash over your opponent's head.

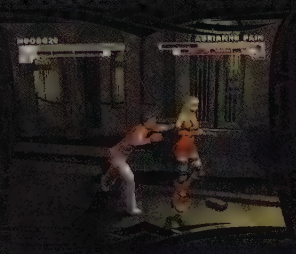
You can climb up the side of the elevator or even on top of the glass bus stop to deliver a high-flying maneuver. The higher you are, the more velocity you come down with, so make sure your opponent is within striking distance before attempting a big stunt like this.

The stop sign near the station wagon and the bike in the bike rack make for awesome weapons. Pick them up when your opponent is Punch Drunk, then smash them over the head for big damage.



Place your opponent on top of the wood crate, then jump off of the green dumpster to smash through both your opponent and the wood he was on top of.

The naked mannequin makes for an interesting and useful weapon. It's back behind the green dumpster. Pick it up and use it to finish off your opponent.



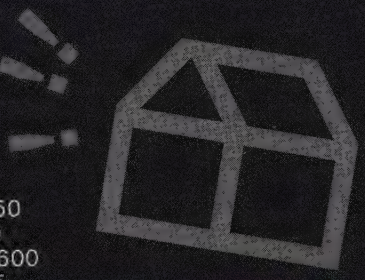
Irish whip your opponent into the bushes near the house, and a woman will start chucking objects down at him from the balcony. Light her backyard on fire and she doesn't care. Step on some flowers, however, and it's time to fight.

There's a green bucket full of light tubes that you can use as weapons near the flowerpot full of red roses. Run over to the bucket and take a few swings at your opponent. With any luck, you'll knock him right into the bushes previously mentioned, and your opponent will be hit with a double whammy, from both you and the woman on the balcony.

## Mansion Mayhem

### Opponents

Adrianne Pain
Josh Prohibition
Rude Boy
Violent J



### Extra Goals

Weapon Damage: 750
Jump Damage: 1000
Total Stun Damage: 600
Break BG Objects: 5

Good help is hard to find, but the butler by the stairs sure knows how to protect his boss's property. Don't even think of running up the stairs unless you feel like being clobbered upside the head by a man who likes to repeat the phrase "You rang?"

Irish whip your opponent toward the stage area. If he hits one of the wood *Backyard Wrestling* signs, he will hurt. If he hits one of the giant speakers, he will hurt even more due to the giant electrical shock he'll receive.

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## Talk Show Terror

***If this show doesn't win an Emmy, there's something seriously wrong.***

**Opponent**

Mad Man Pondo

**Extra Goals**

Time to Win: 1:14
Attack Throw Damage: 1500
Slam Damage: 1500
Total Reversals: 6

The best thing about a television studio is all of the electrical equipment. The most significant is the giant TV screen with the show title "Today's Topic" on it. Irish whip your opponent into the screen to see some real shock TV.

If you're looking to light the bar on fire, Irish whip your opponent into it twice. The first hit will damage it a little. The second will ignite the area behind it into a huge fire.

If fire isn't your thing, you can always cause a flood. Simply Irish whip your opponent into the side of the hot tub and watch as the side springs a leak and the bubbling water leaks all over your fallen opponent's face.

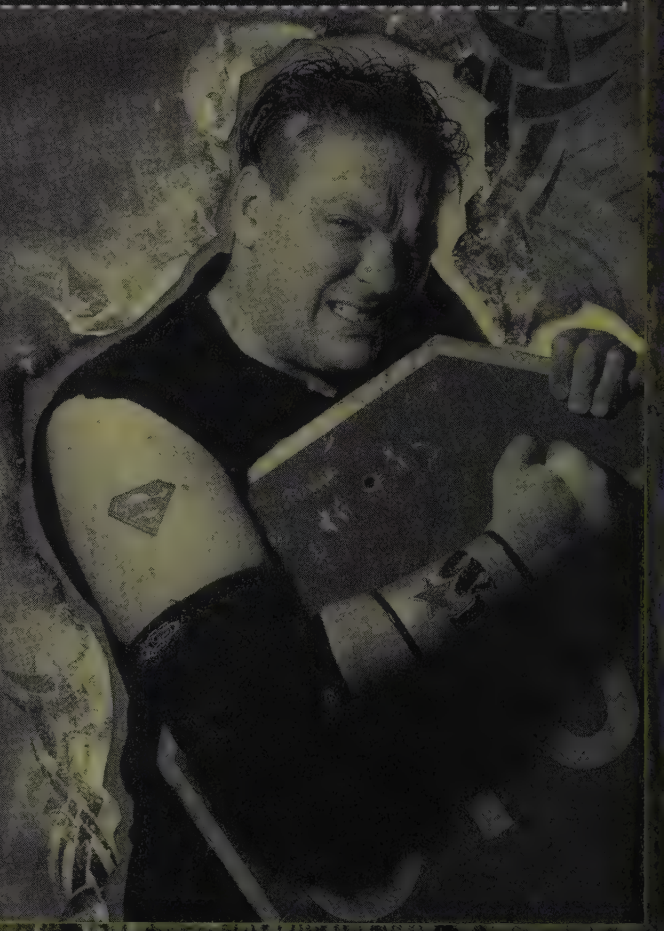
Since no TV show is complete without barbed-wire baseball bats sitting around, take advantage of the situation and the many weapons around the stage to strike Mad Man Pondo with some of his favorite measures of pain.

The show's big, bald, badass bodyguard stands near the right side of the level, off in the shadows. Walk toward him, though, and you'll know why he got the job. His fists do the damage of most bats.

If you're running low on health, you can hit your opponent from a distance by pushing the TV cameras at him. This is one way to try and get a stun; then follow up with a slam when you know he can't hurt you.

Some of the studio audience aren't too pleased by "Today's Topic" and take it out on anyone who runs near the cheap seats. This one angered fan actually rips the chairs from the ground and tosses them toward you if you stand near.

If you're looking to reach new heights, climb up the silver extension that elevates you near the lights. This is a perfect spot to deliver your final blow, especially if your opponent is already prone on the desk underneath.





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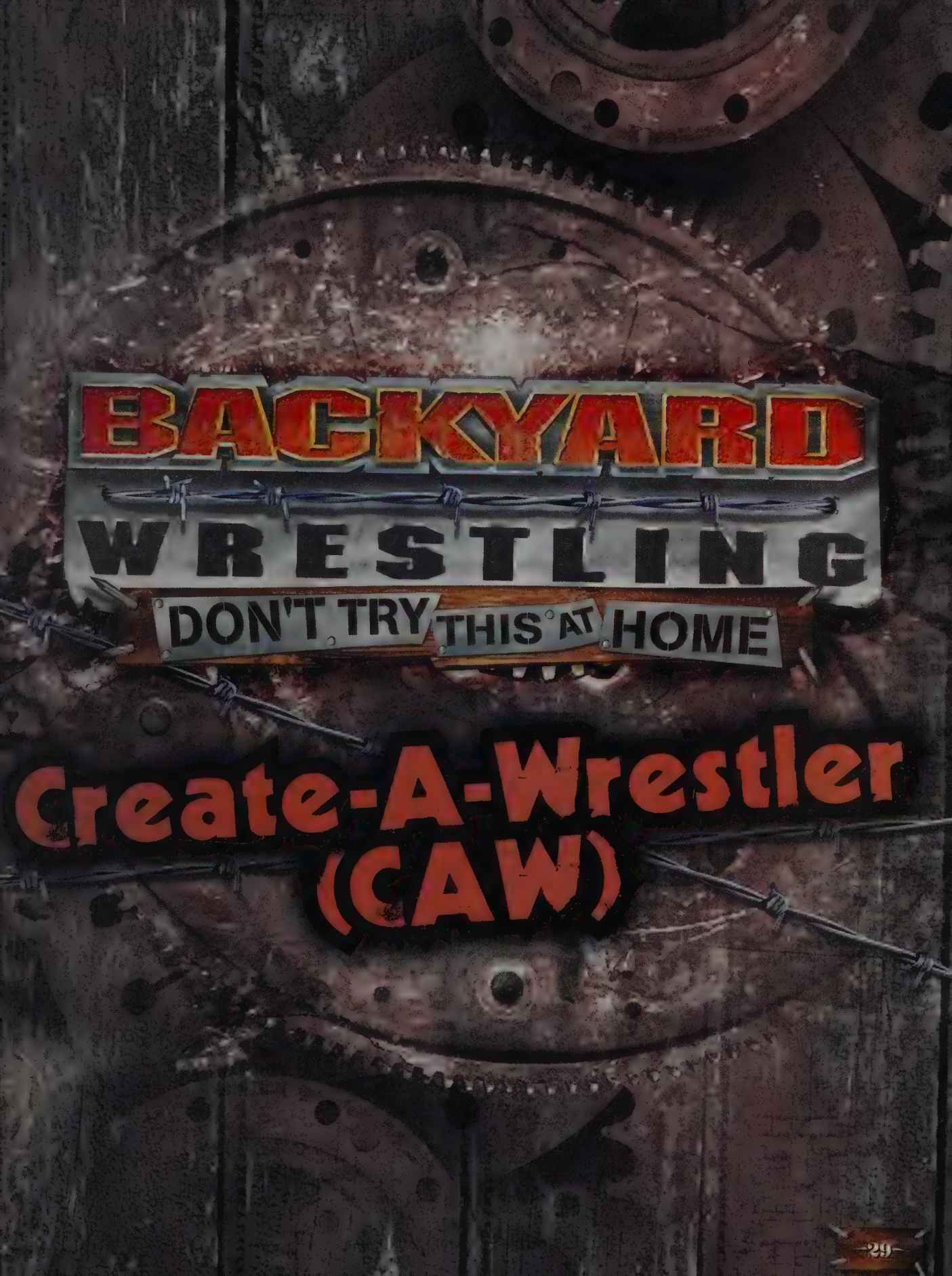
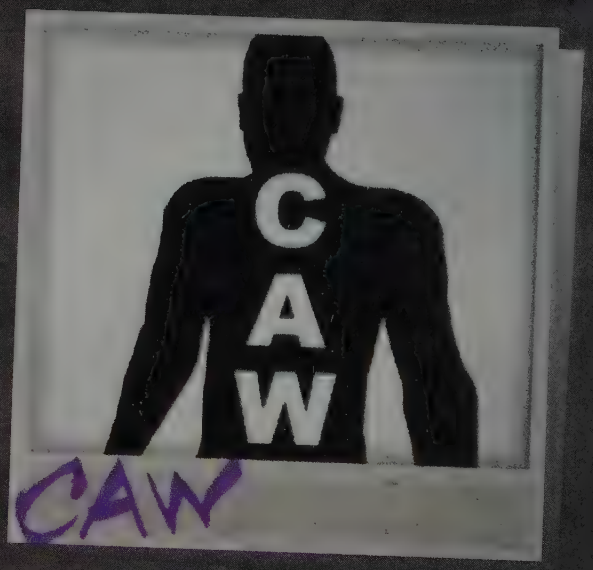
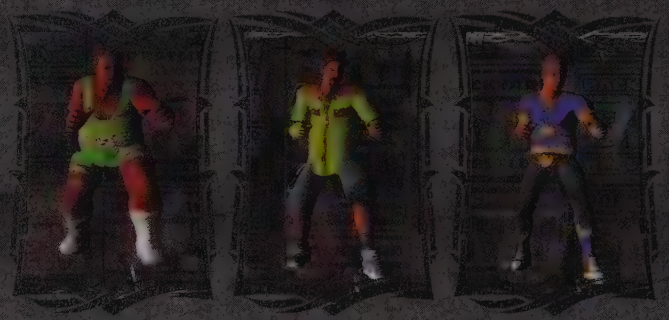

BACKYARD
WRESTLING
DON'T TRY THIS AT HOME
Create-A-Wrestler
(CAW)

# Create-A-Wrestler (CAW)

***Say you like the game but not the wrestlers themselves. That's okay, the game allows you to create up to six custom wrestlers to send into action. Here's an example of the types of wrestlers you can create.***



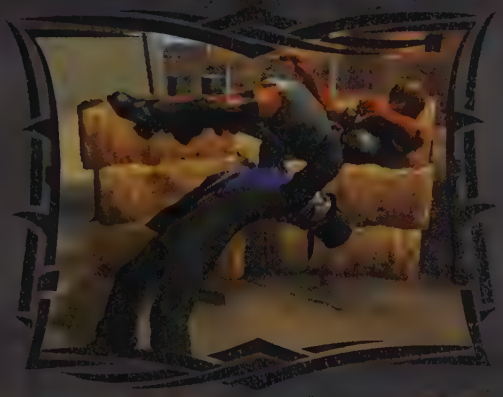

You have 15 choices of body type. Depending on what you want your wrestler to look like, you can select different skin tones and one of 12 custom outfits specific to their body type.



*Once you have looks that kill, it's time to pick some moves to match. Not only are you able to select your fighter's basic fighting style, you can also set up your character's throws and slams. Here's the complete list of your choices.*

## THROWS

Bloody Fisticuffs
Head Trauma
Noggin Knocker
Wreckin' Shop
The Blacksmith
Tree Trimmer
Cheese Grater
Tooth Fairy
Keel'd Over
Cubby Hole'd
Chin Music
Royal Beheading
Bum Rush
Knuckle Up
The Chesterfield
Shuck and Jive
Head Banger
Straight Cheatin'
No Means No
Just Teasin'
Southern Comfort
Turn and Cough
Cranial Disorder
Breadbasket Buster

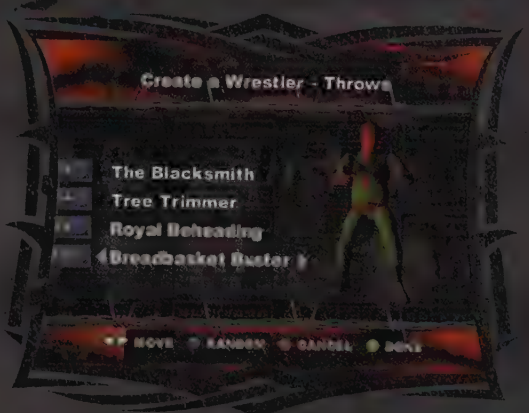


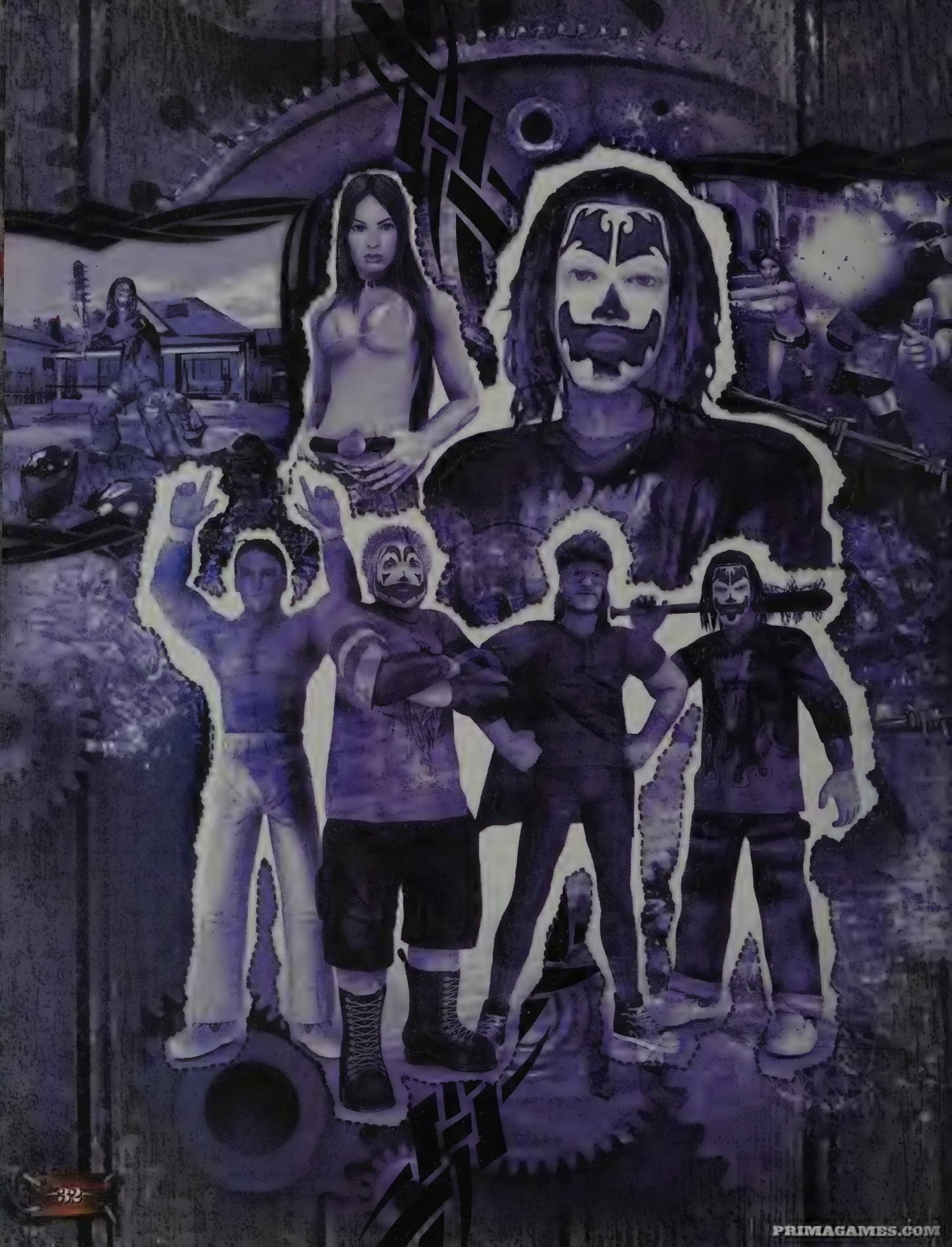
## SLAMS

Scoop Slam
Full Nelson Flush
Rock-a-Bye Baby
Flip Flop
Scottish Whip
Pancake Squash
Sling Shot
CPR
Ground Floor
Stake Driver
The Ice Pick
Crucifix
Six Feet Under
Over the Rainbow
The Spanish Fly
Around the Clock
Lumberjack Drop
Strangle Hold
Shakin' the Goodies
The Execution
Private Dancer
Free Falling
Ride 'em Cowgirl
Return to Sender
Ear Muffs
Wrecking Ball
Face Lift Fallout
Have A Seat
The Mountie
Heaven's Drop
Hook 'n Sinker
Groundskeeper
BV Special
Forklift Press
Lil' Pick-Me-Up
Root Canal
Splash Damage
Hair Stylist
Guillotine Driver
Spin Cycle
Body Massage
Brainstorm
The Chiropractor
Cold Shoulder
The Lawn Dart
Helicopter Crash
Bottoms Up
Tsunami Drop
Toilet Seat
Bell Ringer

*Once this is complete, it's time for some action. Before heading into Talk Show mode, though, here's an example of a wrestler we created.*

**Body Type:** 3
**Outfit:** 4
**Throws:** The Blacksmith, Tree Trimmer, Royal Beheading, Broadbasket Buster
**Slams:** Ice Pick, Six Feet Under, Forklift Press, Stake Driver







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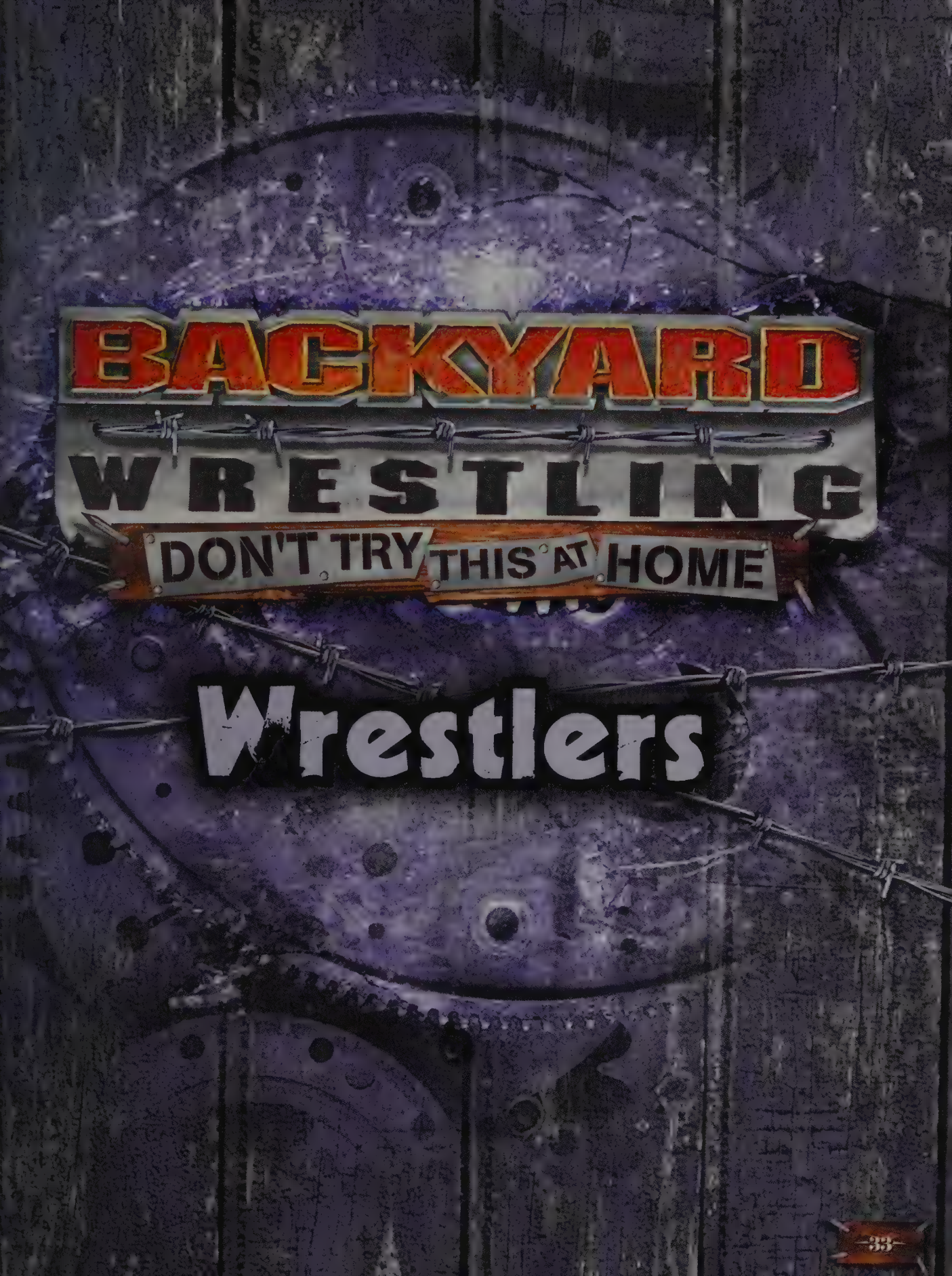
BACKYARD
WRESTLING
DON'T TRY THIS AT HOME
Wrestlers

# mdogg20

## bio

In 1999, Matt Capiccioni won gold medals in both the Rings and Vault at the AAU National Junior Olympics. This capped off a successful 10-year gymnastics career, and it became time to lay the foundation for what the world would later know as MDogg20. Out of sheer boredom and an ever-burning athletic drive, Matt took to the backyard brawling with his friends, denting ladders, and forever revolutionizing the pastime of backyard wrestling. With his gymnastic background and apparent disregard for heights and the law of gravity, Matt became MDogg20 and the world took note. After his feats received national exposure with the release of the *Best of Backyard Wrestling* video series in which he's prominently featured, MDogg20 decided to take professional wrestling from a hobby to a career.

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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Royal Beheading

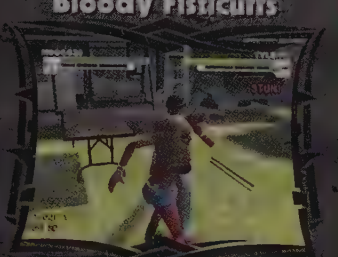
Grab opponent, tap ↑ + Attack 1.

### Cranial Disorder

Grab opponent, tap ↑ + Attack 1.

### Keel'd Over

Grab opponent, tap ↑ + Attack 1.

### Bloody Fisticuffs

Grab opponent, tap ↑ + Attack 1.

### Hook 'n Sinker

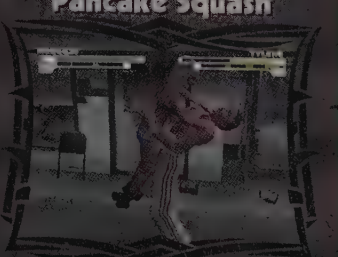
Grab opponent, tap ↑ + Attack 2.

### Around the Clock

Grab opponent, tap ↑ + Attack 2.

### The Execution

Grab opponent, tap ↑ + Attack 2.

### Pancake Squash

Grab opponent, tap ↑ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Flying Fist
Dash toward opponent and tap Attack 1.

### Dropkick
Dash toward opponent and tap Attack 2.

## Special Move

### Death from Above

Tap Attack 1 + Attack 2

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# tylene buck

## bio

Known as Major Guns back in the WCW, Tylene Buck rose from bikini contest babe to top fitness model to the world of professional wrestling, and in a short time became one of the most popular women in the sport. Buck now hopes to take on Hollywood, as she pursues her dream of becoming an actress. In the meantime, though, Tylene tantalizes the backyard brawlers and utilizes her "major guns" to distract opponents as she knocks them upside the head, then crawls on top for the 1-2-3.

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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### No Means No

Grab opponent, tap ↑ + Attack 1.

### Cheese Grater

Grab opponent, tap ↑ + Attack 1.

### The Blacksmith

Grab opponent, tap ↑ + Attack 1.

### Turn and Cough

Grab opponent, tap ↑ + Attack 1.

### Shakin' the Goodies

Grab opponent, tap ↑ + Attack 2.

### The Spanish Fly

Grab opponent, tap ↑ + Attack 2.

### Have a Seat

Grab opponent, tap ↑ + Attack 2.

### Scoop Slam

Grab opponent, tap ↑ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Clothesline
Dash toward opponent and tap Attack 1.

### Giving the Booty
Dash toward opponent and tap Attack 2.

## Special Move

### Butt Splash

Tap Attack 1 + Attack 2.

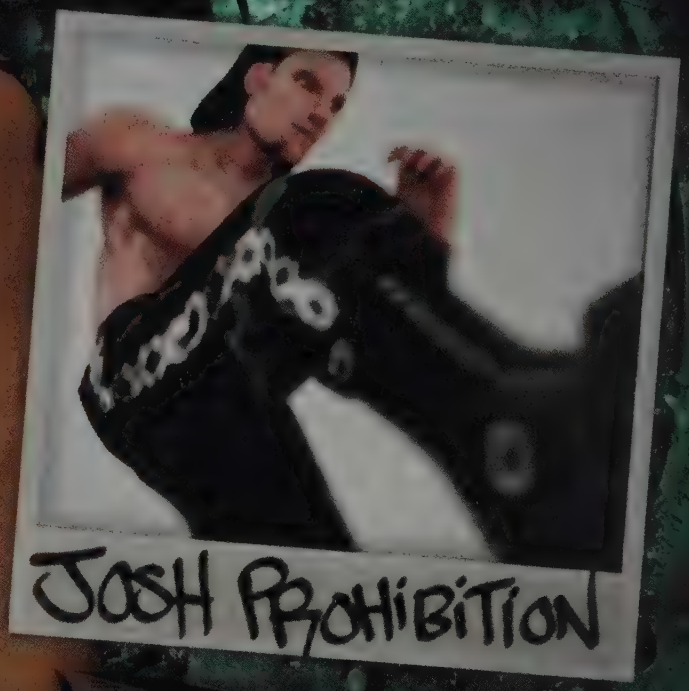
**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# josh prohibition

## bio

Josh "Prohibition" Piscura was a stand-out high school baseball star in Brecksville, Ohio when a shoulder injury cut short his career. He, like many other backyard stars, was a wrestling fan at a young age, often skipping church to sneak over to a friend's house to watch the exploits of Hulk Hogan, Ultimate Warrior, and Mr. Perfect. Once his baseball dreams were dashed, he began to focus on his original childhood dream . . . prowrestling. A late-night glimpse at the revolutionary ECW (Extreme Championship Wrestling) greatly influenced his style, and shortly after, Josh began putting on extreme wrestling matches in his backyard with his childhood friend Matt "MDogg20" Capiccioni.

These insane matches began drawing the attention of many wrestling fans in Brecksville, and thus the Brecksville Wrestling Federation was born. Josh and his crew videotaped all of their exploits, never realizing that they would draw national attention. Josh Prohibition became immortalized in the *Best of the Backyard Wrestling* video series, volumes 1 and 2, and was drafted as a spokesperson for the video series.



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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Bum Rush

Grab opponent, tap ↑ + Attack 1.

### Breadbasket Buster

Grab opponent, tap ↑ + Attack 1.

### The Blacksmith

Grab opponent, tap ↑ + Attack 1.

### Cubby Hole'd

Grab opponent, tap ↑ + Attack 1.

### The Ice Pick

Grab opponent, tap ↑ + Attack 2.

### Body Massage

Grab opponent, tap ↑ + Attack 2.

### The Chiropractor

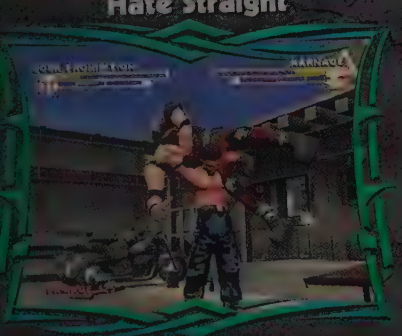
Grab opponent, tap ↑ + Attack 2.

### Rock-A-Bye Baby

Grab opponent, tap ↑ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Special Move

### Hate Straight

Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Flying Body Press
Dash toward opponent and tap Attack 1.

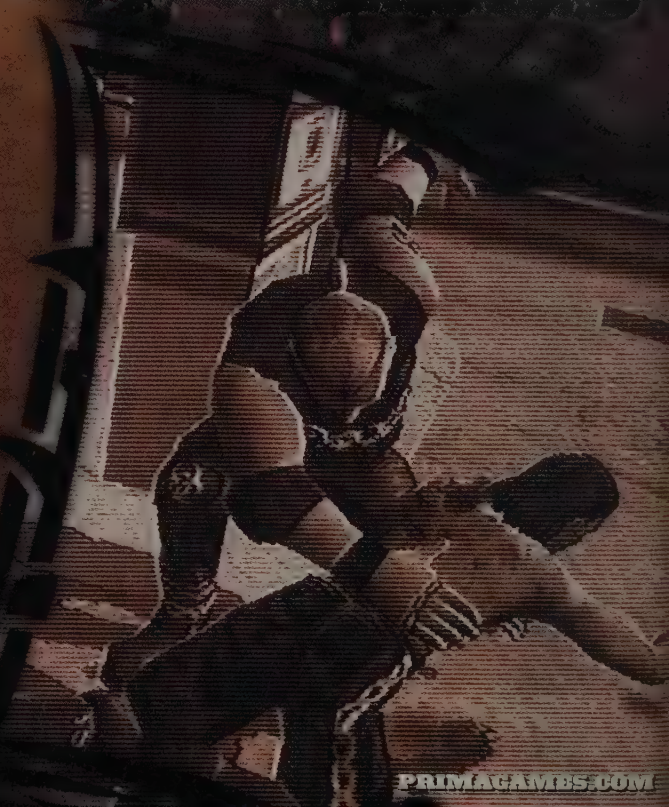
### Knee Lift
Dash toward opponent and tap Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# karnage

## bio

Karnage rose to fame in the series of *Backyard Wrestling* DVDs and can frequently be seen smashing opponents in the most hardcore of hardcore matches. We're talking main events that incorporate the use of glass, thumbtacks, barbed wire, and even cactus. The man from Arizona can frequently be found wrestling in the desert and isn't afraid to throw a little sand in your eyes to blind you as he reaches for the closest weapon.



# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Tooth Fairy

Grab opponent, tap → + Attack 1.

### Cubby Hole'd

Grab opponent, tap ← + Attack 1.

### The Blacksmith

Grab opponent, tap → + Attack 1.

### Keel'd Over

Grab opponent, tap → + Attack 1.

### CPR

Grab opponent, tap ↓ + Attack 2.

### Sling Shot

Grab opponent, tap ↓ + Attack 2.

### Cold Shoulder

Grab opponent, tap ↓ + Attack 2.

### The Spanish Fly

Grab opponent, tap ↓ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Shoulder Charge
Dash toward opponent and tap Attack 1.

### Dropkick
Dash toward opponent and tap Attack 2.

## Special Move

### Grounded for Life

Tap Attack 1 + Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# gupta

## bio

The madman seemingly trapped in the 70s, Gupta sports the gold chains and disco shoes and isn't afraid to dance all over your face. The man likes to frequent strip clubs and slaughterhouses but never on the same night. If there's one weakness in Gupta's arsenal, it's the hair. Don't touch the hair.

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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### The Blacksmith

Grab opponent, tap ↑ + Attack 1.

### Head Trauma

Grab opponent, tap ← + Attack 1.

### The Chesterfield

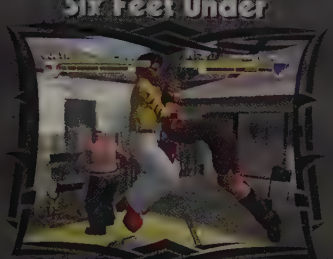
Grab opponent, tap → + Attack 1.

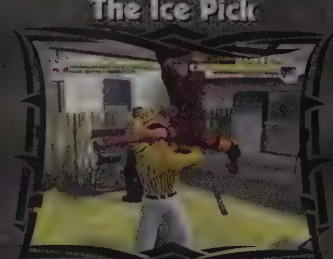
### Bum Rush

Grab opponent, tap ↓ + Attack 1.

### Spin Cycle

Grab opponent, tap ↑ + Attack 2.

### Six Feet Under

Grab opponent, tap ← + Attack 2.

### The Ice Pick

Grab opponent, tap → + Attack 2.

### Stake Driver

Grab opponent, tap ↓ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction

## Special Move

### Hell Outta Here

Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Flying Fist
Dash toward opponent and tap Attack 1.

### Sidekick
Dash toward opponent and tap Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# masked mike jackson

## bio

Known to all of his backyard buddies as Masked Mike Jackson, this whacked-out white boy likes to sing, dance, talk, and prance, but when it comes down to it, his favorite pastime is simply kicking ass. Masked Mike is the master of trampoline wrestling and can be seen on countless *Backyard Wrestling* DVDs taking high-risk jumps onto trampolines, then bouncing up and onto opponents. Who's bad? Masked Mike, that's who.

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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

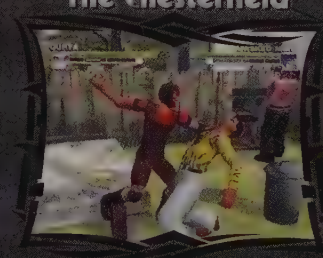
**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

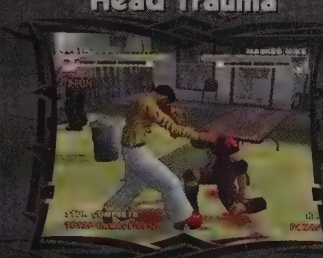
### Noggin Knocker

Grab opponent, tap ↑ + Attack 1.

### Keel'd Over

Grab opponent, tap ↑ + Attack 1.

### The Chesterfield

Grab opponent, tap ↑ + Attack 1.

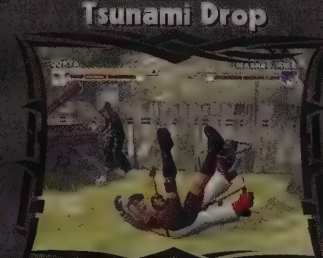
### Head Trauma

Grab opponent, tap ↑ + Attack 1.

### Bell Ringer

Grab opponent, tap ↑ + Attack 2.

### Toilet Seat

Grab opponent, tap ↑ + Attack 2.

### Tsunami Drop

Grab opponent, tap ↑ + Attack 2.

### Rock-A-Bye Baby

Grab opponent, tap ↑ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Special Move

### Walls of Masked Mike

Tap Attack 1 + Attack 2.

## Dash Moves

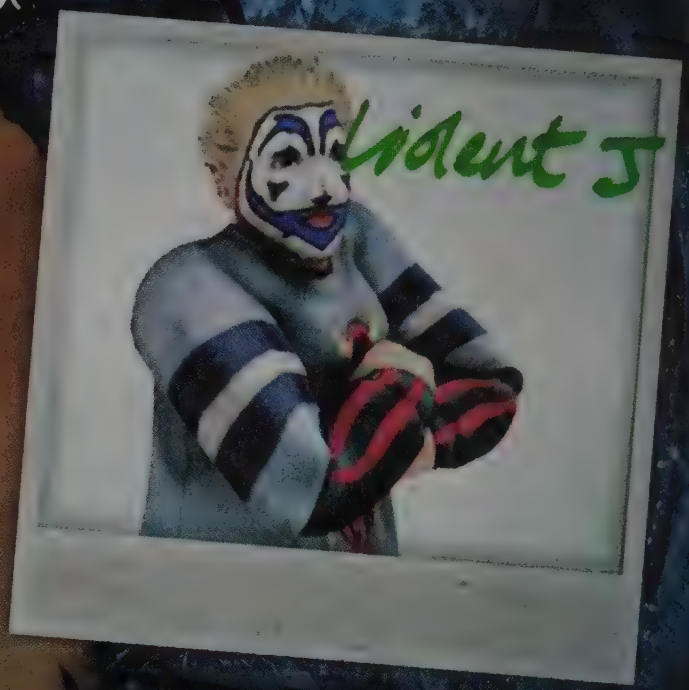
**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Flying Clothesline
Dash toward opponent and tap Attack 1.

### Dropkick
Dash toward opponent and tap Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# violent j




## bio

Member of the popular rapping clowns, the ICP, Violent J grew up a huge wrestling fan, spending hours upon hours watching his favorite hardcore superstars, the Sheik and Bo Bo Brazil, beat fools bloody on a nightly basis. Teaming with fellow clown rapper Shaggy 2 Dope, J decided to take on the world of wrestling, fighting for years on the independent scene, before finally catching on with ECW. From there the Insane Clown Posse rose to prominence in the then WWF, then moved on and joined WCW at the height of the Monday night wrestling wars. Soon after, the ICP joined the hardcore wrestling alliance known as JCW, where they still wrestle today.

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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

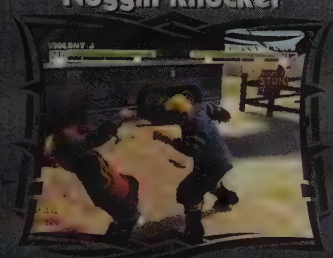
### Mule Kick
Press Attack 1 + Attack 2

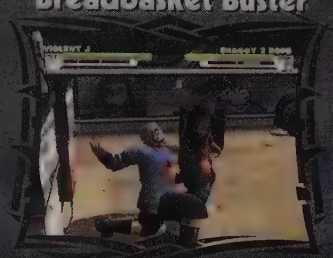
## Grab/Drag Moves

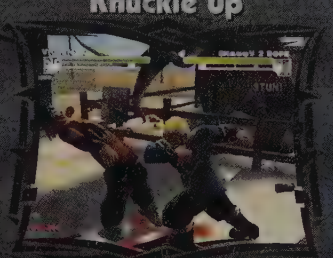
**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Bloody Fisticuffs

Grab opponent, tap ↑ + Attack 1.

### Noggin Knocker

Grab opponent, tap ↑ + Attack 1.

### Breadbasket Buster

Grab opponent, tap ↓ + Attack 1.

### Knuckle Up

Grab opponent, tap ↑ + Attack 1.

### Tsunami Drop

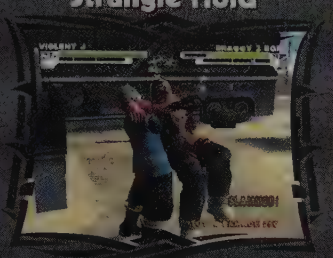
Grab opponent, tap ↓ + Attack 2.

### Flip Flop

Grab opponent, tap ↑ + Attack 2.

### Toilet Seat

Grab opponent, tap ↓ + Attack 2.

### Strangle Hold

Grab opponent, tap ↑ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Clothesline
Dash toward opponent and tap Attack 1.

### Dropkick
Dash toward opponent and tap Attack 2.

## Special Move

### Violent J All Day

Tap Attack 1 + Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# Shaggy 2 dope

## bio

Combining the arts of rapping and wrestling, Shaggy 2 Dope teams with partner in crime Violent J in both the ring and on the mike. Never short on words, Shaggy isn't afraid to throw the mike down and let his knuckles do the talking for him. Throughout their careers, Shaggy and J have teamed to fight almost every legend to grace the squared-circle, including such stars as The Rock, Chris Benoit, and Eddie Guerrero. Finally being included in his own video game, however, is one of Shaggy's biggest dreams, and it's finally come true.



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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

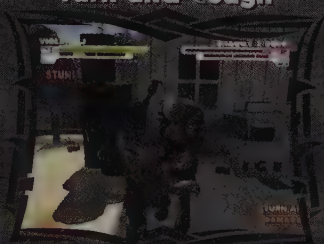
### Mule Kick
Press Attack 1 + Attack 2

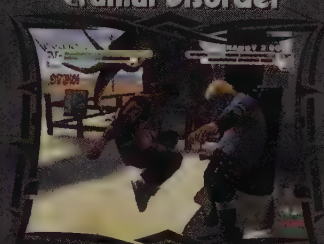
## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Tooth Fairy

Grab opponent, tap ⇦ + Attack 1.

### Turn and Cough

Grab opponent, tap ⇦ + Attack 1.

### Cranial Disorder

Grab opponent, tap ⇦ + Attack 1.

### Wreckin' Shop

Grab opponent, tap ⇦ + Attack 1.

### Over the Rainbow

Grab opponent, tap ⇨ + Attack 2.

### Lil' Pick-Me-Up

Grab opponent, tap ⇦ + Attack 2.

### Face Lift Fallout

Grab opponent, tap ⇩ + Attack 2.

### Free Falling

Grab opponent, tap ⇨ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Special Move

### Fists of Fury

Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Flying Body Press
Dash toward opponent and tap Attack 1.

### Dropkick
Dash toward opponent and tap Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# Sabu

## bio

When wrestling fans talk of barbarity, when the talk is of blood, broken bones, and all out butchery, one name screams to the forefront, and that's Sabu. The former ECW grappler got started in the same training facility as WWE superstar Rob Van Dam, and their countless battles rank among the all-time legendary matches in terms of brutality and excitement in the history of professional wrestling. But Sabu's legend extends far beyond the world of ECW, as he is still one of the most recognized and feared performers across the seas in Japan.

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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Wreckin' Shop

Grab opponent, tap ⇨ + Attack 1.

### Tree Trimmer

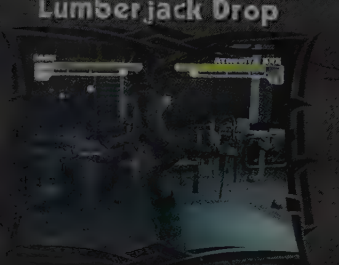
Grab opponent, tap ⇨ + Attack 1.

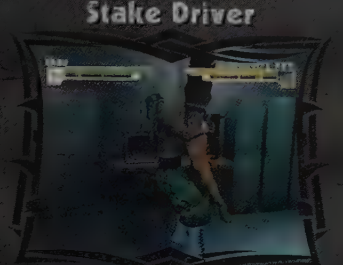
### Royal Beheading

Grab opponent, tap ⇨ + Attack 1.

### Shuck and Jive

Grab opponent, tap ⇨ + Attack 1.

### Lumberjack Drop

Grab opponent, tap ⇨ + Attack 2.

### Stake Driver

Grab opponent, tap ⇨ + Attack 2.

### Helicopter Crash

Grab opponent, tap ⇨ + Attack 2.

### Six Feet Under

Grab opponent, tap ⇨ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Special Move

### King of Hardcore

Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Flying Body Press
Dash toward opponent and tap Attack 1.

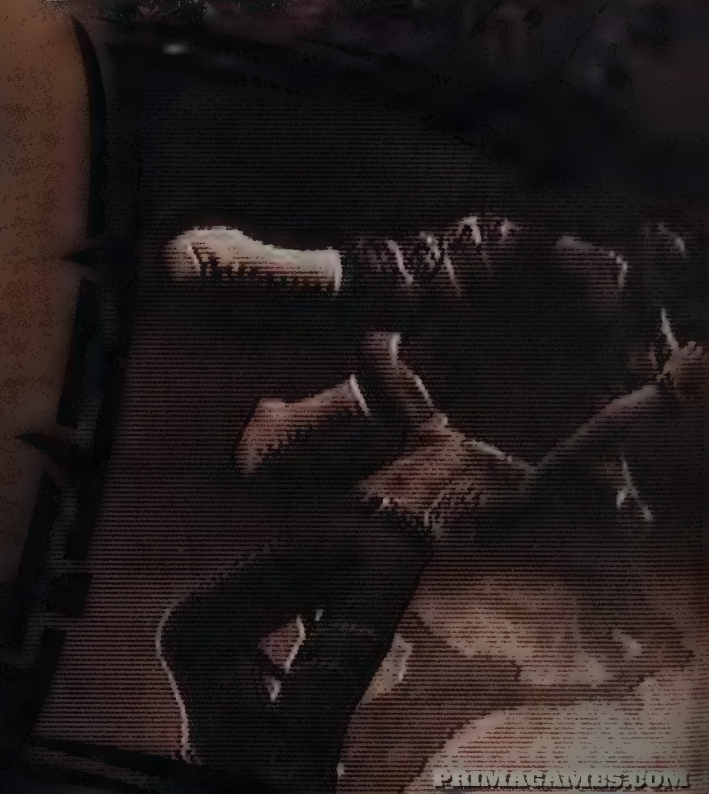
### Sidekick
Dash toward opponent and tap Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# atrocity xxx

## bio

A cross between an executioner, a circus performer, and a break dancer, Atrocity XXX is hardcore to the fullest and doesn't take lip from anyone, especially people dressed up like clowns. The man has been creating quite the rivalry between himself and the ICP, even shouting out lyrics to Eminem songs to enrage his hated clowns to unprecedented heights. The reason behind the hatred—Atrocity used to walk the high wire for Ringling Bros., and according to circus code, acrobats and clowns just don't mix.





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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

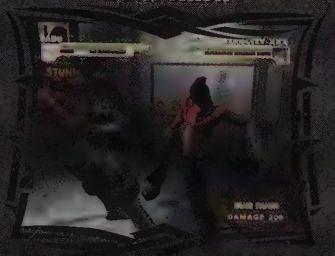
### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

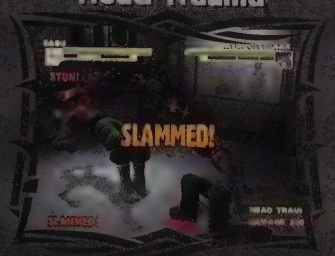
**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Chin Music

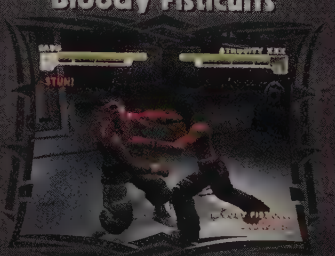
Grab opponent, tap ↑ + Attack 1.

### Bum Rush


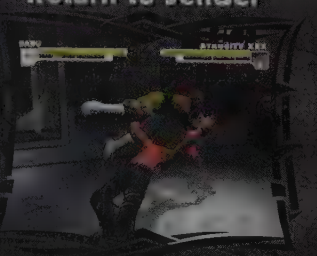
Grab opponent, tap ↓ + Attack 1.

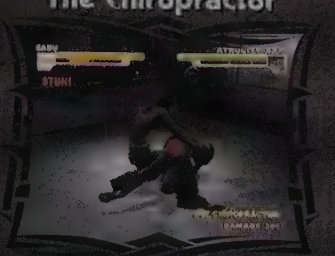
### Head Trauma


Grab opponent, tap ↓ + Attack 1.

### Bloody Fisticuffs


Grab opponent, tap ↑ + Attack 1.

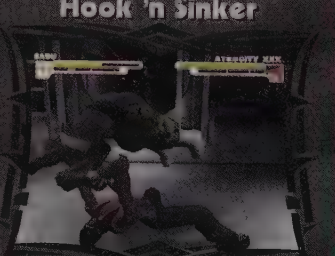
### Return to Sender

Grab opponent, tap ↑ + Attack 2.

### The Chiropractor


Grab opponent, tap ↓ + Attack 2.

### Forklift Press

Grab opponent, tap ↓ + Attack 2.

### Hook 'n Sinker

Grab opponent, tap ↓ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Special Move

### Execution

Tap Attack 1 + Attack 2.

## Dash Moves

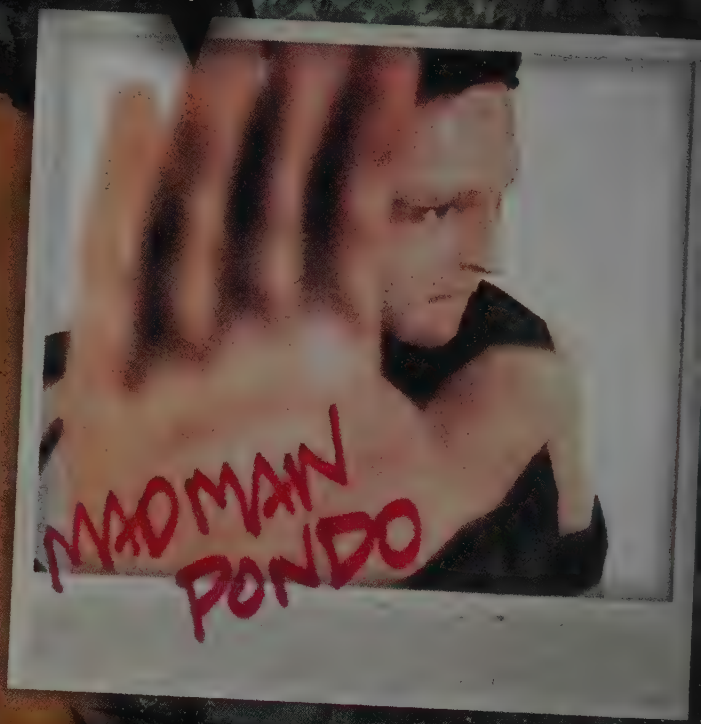
**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Flying Fist
Dash toward opponent and tap Attack 1.

### Knee Lift
Dash toward opponent and tap Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# mad man pondo




## bio

Young Man Pondo was bitten by the wrestling bug at the age of five in rural Illinois. He regularly attended all wrestling shows within a six-hour driving radius with a family friend, traveling to St. Louis, Indiana, and Chicago to witness his favorite wrestlers in action—legendary names like Bruiser Brody, Abdullah the Butcher, The Sheepherders, and the infamous Jos Leduc. Teen-aged Pondo was "lucky" enough to spot Canadian Wrestling Hall of Famer Jos Leduc after a wrestling show in Evansville, Indiana, and ran across the street to shake the man's hand and profess his admiration for him. In the old days of wrestling, bad guys "lived their gimmicks" and Jos was no different. Jos Leduc pinned Pondo down on the ground, bounced his head off the concrete, and punched him in the face repeatedly, bloodying his nose and blackening his eyes. Fortunately, Pondo's grandmother(!) was able to convince the six-foot-plus, 300-pound monster to stop the beating. The next day at school, Pondo got his first taste of fame, when he showed up at school with black eyes, and the whole school was buzzing with the story of the kid who "went toe to toe with Jos Leduc."

Among many things, Mad Man Pondo is an innovator, coming up with his own specialty match: "The 4 Corners of Pain," which features a pit full of thumbtacks in one corner, a pit full of barbed wire in the second corner, a pit full of mousetraps in the third corner, and a pit full of broken glass in the fourth corner. He began working regularly around the country, always carrying a stop sign, and rapidly gaining a name for himself and his over-the-top style and specialty matches, as well as his public access TV show, "Skull Talk."

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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Tooth Fairy

Grab opponent, tap ⇧ + Attack 1.

### Head Trauma

Grab opponent, tap ⇧ + Attack 1.

### The Chesterfield

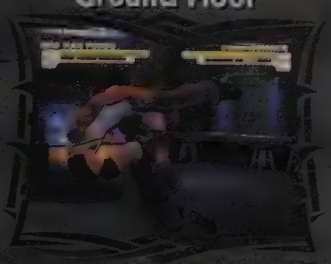
Grab opponent, tap ⇧ + Attack 1.

### Head Banger

Grab opponent, tap ⇧ + Attack 1.

### Bell Ringer

Grab opponent, tap ⇧ + Attack 2.

### Ground Floor

Grab opponent, tap ⇧ + Attack 2.

### Have a Seat

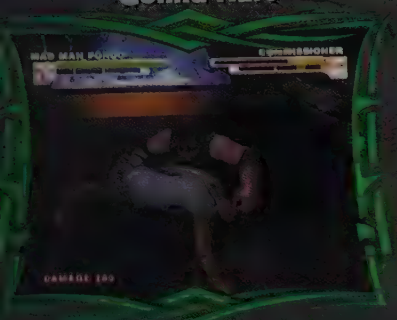
Grab opponent, tap ⇧ + Attack 2.

### Crucifix

Grab opponent, tap ⇧ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Special Move

### Gonna Hurt

Tap Attack 1 + Attack 2.

## Dash Moves

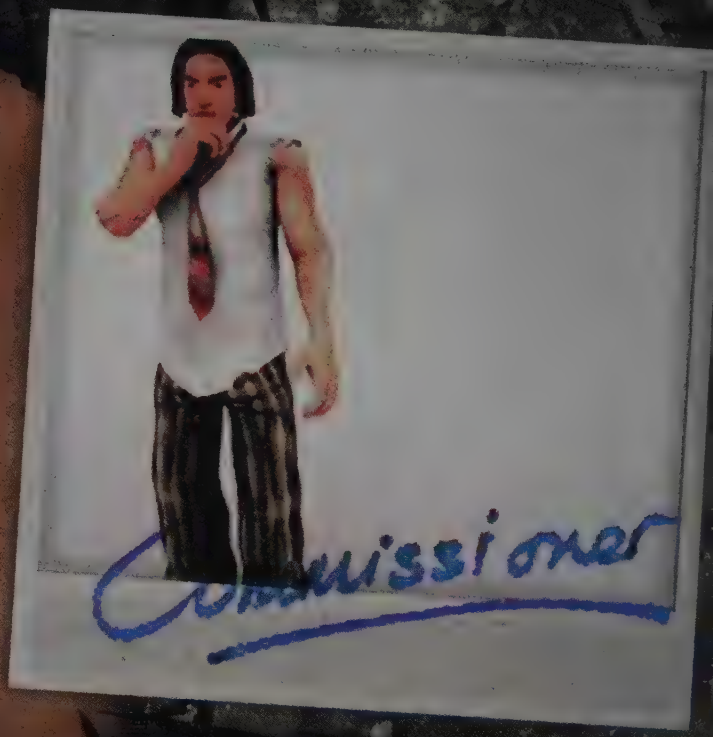
**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Clothesline
Dash toward opponent and tap Attack 1.

### Shoulder Charge
Dash toward opponent and tap Attack 2.

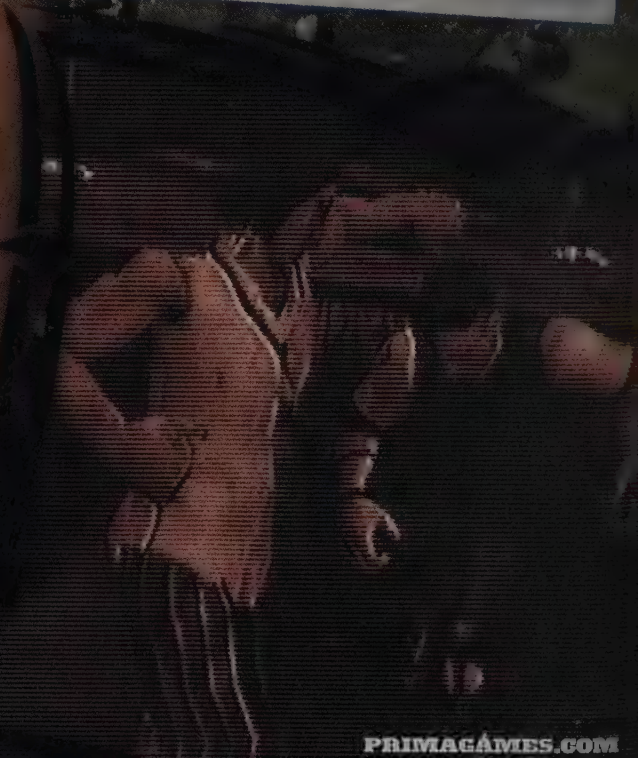
**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# commissioner




## bio

In the world of wrestling, only one man can make the rules. Only one man can call the shots. That man in backyard wrestling is the Commissioner. Sporting a neck tie and a look of authority, the Commissioner tries to set the yard in order, but trying to direct a bunch of clowns and strippers is a lot more difficult than even he imagined. A legend of the *Backyard Wrestling* DVDs, you must listen to the Commissioner's orders. You don't want him to rule against you.





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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

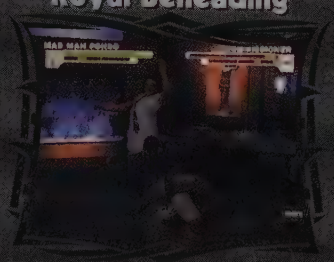
### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Bum Rush

Grab opponent, tap ↑ + Attack 1.

### Royal Beheading


Grab opponent, tap ← + Attack 1.

### Tree Trimmer

Grab opponent, tap ↓ + Attack 1.

### Wreckin' Shop

Grab opponent, tap → + Attack 1.

### Flip Flop

rab opponent, tap ↑ + Attack 2.

### Scottish Whip

Grab opponent, tap ← + Attack 2.

### CPR

Grab opponent, tap ↓ + Attack 2.

### Tsunami Drop

Grab opponent, tap → + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

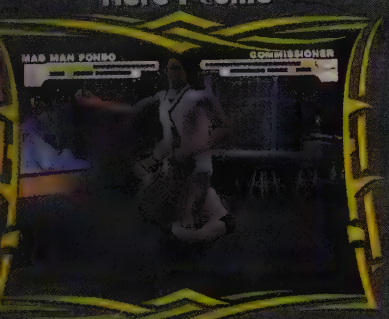
## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Flying Fist
Dash toward opponent and tap Attack 1.

### Sidekick
Dash toward opponent and tap Attack 2.

## pecial Move

### Here I Come


Tap Attack 1 + Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# kitana

## bio

One of the most famous backyard babes of all time, most people don't realize Kitana Baker had a career long before wrestling in a fountain of water for Miller Lite. Back in the day, Kitana was one of the original ladies featured in *Backyard Wrestling*. She can be seen in videos rubbing whipped cream all over herself, that is, when she's not rubbing in the coconut oil.



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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

**Punch**
Press Attack 1

**Kick**
Press Attack 2

**Attack String**
Press Attack 1 + Attack 2 repeatedly

**Mule Kick**
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Royal Beheading

rab opponent, tap ⇧ + Attack 1.

### Tree Trimmer

Grab opponent, tap ⇧ + Attack 1.

### Turn and Cough

Grab opponent, tap ⇧ + Attack 1.

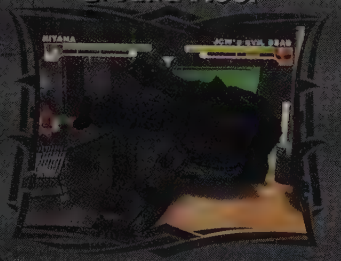
### Just Teasin'

Grab opponent, tap ⇧ + Attack 1.

### Guillotine Driver

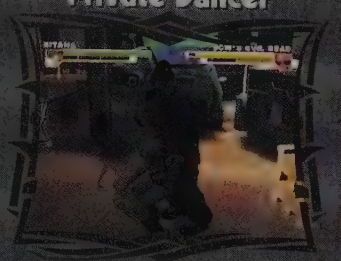
ab opponent, tap ⇧ + Attack 2.

### Ground Floor



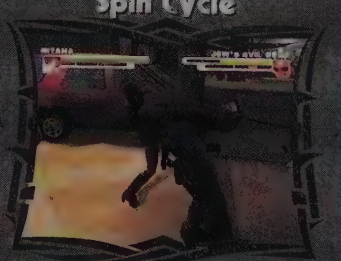
Grab opponent, tap ⇧ + Attack 2.

### Private Dancer



Grab opponent, tap ⇧ + Attack 2.

### Spin Cycle



Grab opponent, tap ⇧ + Attack 2.

**Irish Whip**
Grab opponent, tap Grab + any direction.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

**Clothesline**
Dash toward opponent and tap Attack 2.

**Flying Butt Drop**
Dash toward opponent and tap Attack 2.

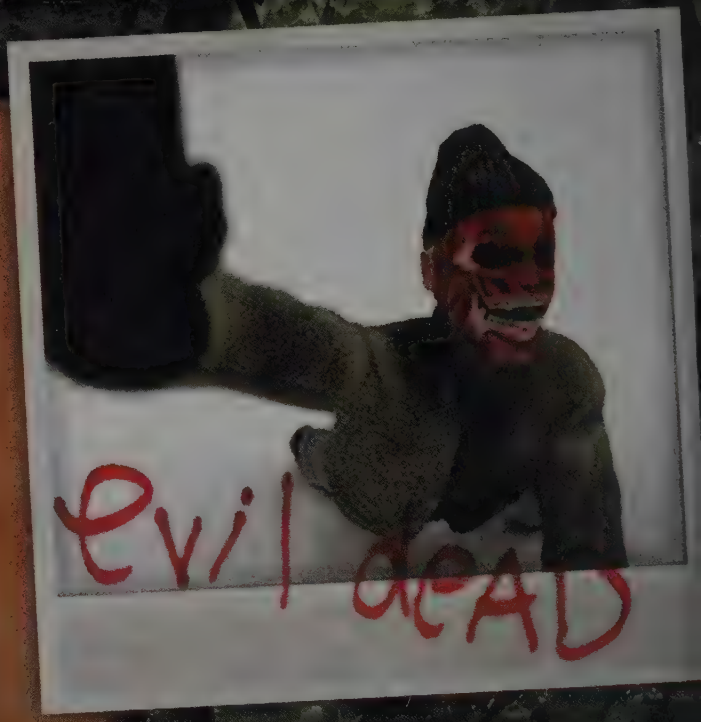
## pecial Move

### Broken Bones

Tap Attack 1 + Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# jcw's evil dead




## bio

Even death can't stop the winning streak of Evil Dead, as he maneuvers his limp body through match after match. As people watch him take chair shots to the head and get thrown off the roofs of bars and restaurants, you start to wonder why opponents bother trying to hurt someone who is already supposedly dead. Speculation has it that JCW's Evil Dead is really Violent J's brother in disguise, but until the mask comes off, nobody really knows for sure.

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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Tooth Fairy

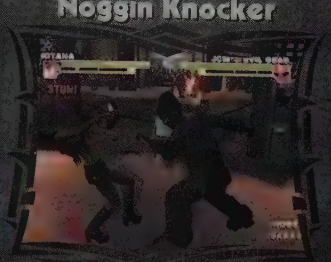
Grab opponent, tap ↑ + Attack 1.

### Chin Music

Grab opponent, tap ↑ + Attack 1.

### Tree Trimmer

Grab opponent, tap ↑ + Attack 1.

### Noggin Knocker

Grab opponent, tap ↑ + Attack 1.

### Lumberjack Drop

Grab opponent, tap ↑ + Attack 2.

### The Lawn Dart

Grab opponent, tap ↑ + Attack 2.

### Brainstorm

Grab opponent, tap ↑ + Attack 2.

### Groundskeeper

Grab opponent, tap ↑ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Special Move

### Dead Evil

Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Flying Clothesline
Dash toward opponent and tap Attack 1.

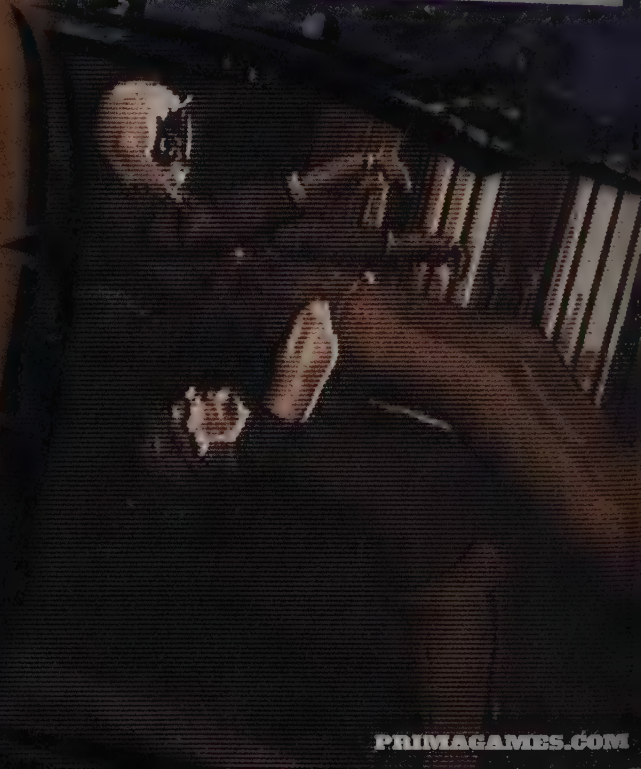
### Spin Kick
Dash toward opponent and tap Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# masked horn dog

## bio

The life of the Masked Horn Dog is one shrouded in mystery, as little information has ever leaked out about the man, or why he's wearing a mask for that matter. Rumors have it that he was once kidnapped and brought to a secret government testing facility. While there, he was injected with early samples of Viagra that have now left him with a never-ending erection. That's a good thing if you're the Masked Horn Dog, but a very bad thing if you're his opponent as he tries to pin you. No, it's not a bat in his hand, the Horn Dog is just happy to see you.





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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

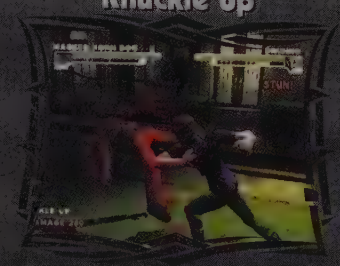
### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Turn and Cough

Grab opponent, tap ↑ + Attack 1.

### Knuckle Up

Grab opponent, tap ↑ + Attack 1.

### Cranial Disorder

Grab opponent, tap ↑ + Attack 1.

### Cheese Grater

Grab opponent, tap ↑ + Attack 1.

### Ground Floor

Grab opponent, tap ↓ + Attack 2.

### Around the Clock

Grab opponent, tap ↓ + Attack 2.

### Return to Sender

Grab opponent, tap ↓ + Attack 2.

### Face Lift Fallout

Grab opponent, tap ↓ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Special Move

### Come Again

Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Clothesline
Dash toward opponent and tap Attack 2.

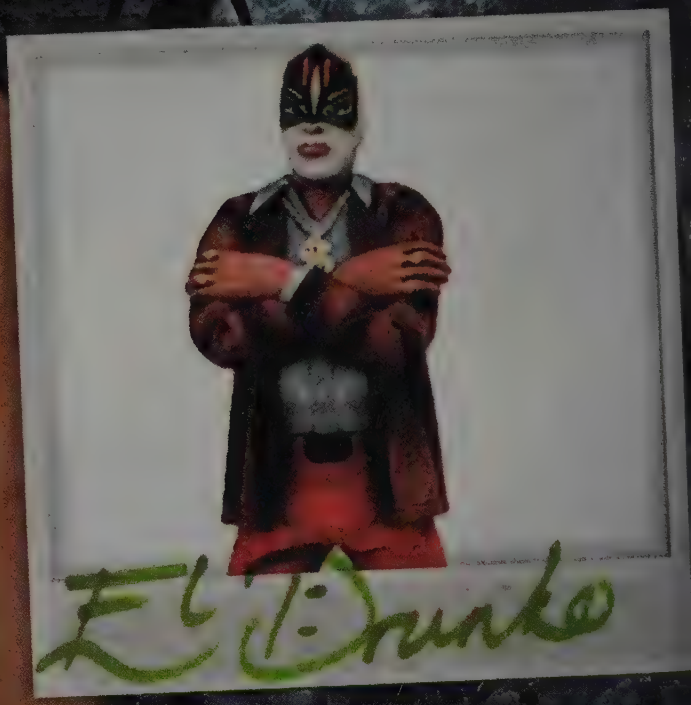
### Flying Butt Drop
Dash toward opponent and tap Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# el drunko

## bio

The man who never met a beverage he didn't like, El Drunko's favorite location is the Mansion. No, he's not too fond of the butler or the hot tub, but he's a big fan of the open bar. El Drunko wears a mask so he can act like the biggest ass possible while intoxicated, even stripping down to his skivvies on countless occasions with hopes that no one will be able to figure out his true identity. Too bad his mom still writes his name in his underwear.



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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

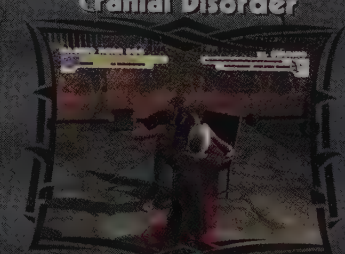
**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Breadbasket Buster

Grab opponent, tap ⇧ + Attack 1.

### Head Banger

Grab opponent, tap ⇧ + Attack 1.

### Cranial Disorder

Grab opponent, tap ⇧ + Attack 1.

### Cheese Grater

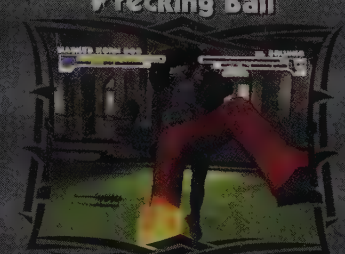
Grab opponent, tap ⇧ + Attack 1.

### The Mountie

Grab opponent, tap ⇧ + Attack 2.

### Free Falling

Grab opponent, tap ⇧ + Attack 2.

### W'recking Ball

Grab opponent, tap ⇩ + Attack 2.

### Brainstorm

Grab opponent, tap ⇧ + Attack 2.

### Irish W'hip
Grab opponent, tap Grab + any direction

## Special Move

### Ariba

Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Clothesline
Dash toward opponent and tap Attack 1.

### Sidekick
Dash toward opponent and tap Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# Sally

## bio

Another vixen made famous by the *Backyard Babes* series of tapes and DVDs, Sally has parlayed her sex appeal into a starring role in the *Backyard Wrestling* video game. When she's not shaking her thang at the club, Sally is kicking ass in backyards, gas stations, and even the occasional television studio. Her face might be made for the camera, but she also isn't afraid to use the camera to hit you in the face if she thought it would win her the match.

PRIMAGAMES.COM

# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Shuck and Jive

Grab opponent, tap ↑ + Attack 1.

### Straight Cheatin'

Grab opponent, tap ↑ + Attack 1.

### Chin Music

Grab opponent, tap ↑ + Attack 1.

### Breadbasket Buster

Grab opponent, tap ↑ + Attack 1.

### Root Canal

Grab opponent, tap ↓ + Attack 2.

### Groundskeeper

Grab opponent, tap ↓ + Attack 2.

### Ride 'em Cowgirl

Grab opponent, tap ↓ + Attack 2.

### Guillotine Driver

Grab opponent, tap ↓ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Special Move

### Nut Crusher

Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Flying Clothesline
Dash toward opponent and tap Attack 1.

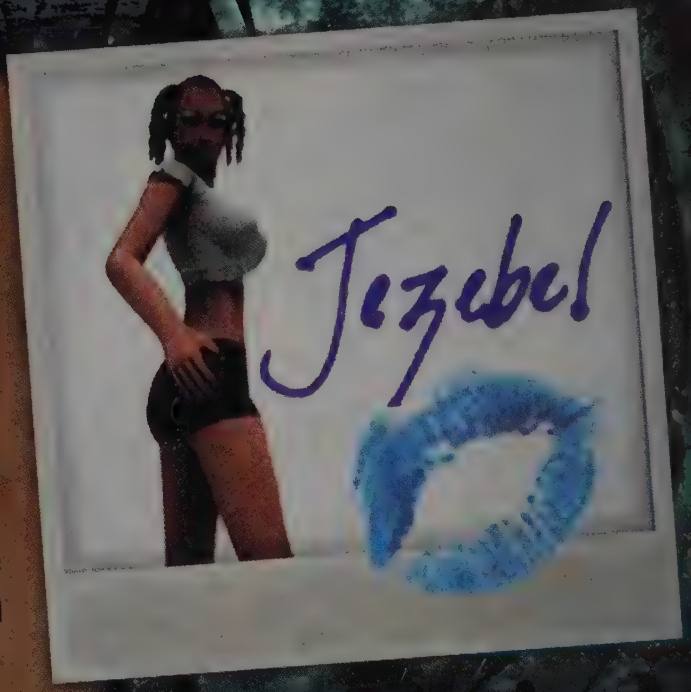
### Sidekick
Dash toward opponent and tap Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# jezebel

## bio

Upset by the poor tips she received for lap dances, Jezebel turned from a knockout dancer to a knockout fighter, utilizing her strong leg muscles to kick opponents to pieces. The British accent she drops on you from time to time is noticeably fake, as she tries to hide the fact that she's really just from Brisbane, California.



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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

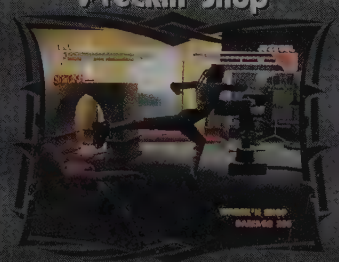
### Mule Kick
Press Attack 1 + Attack 2

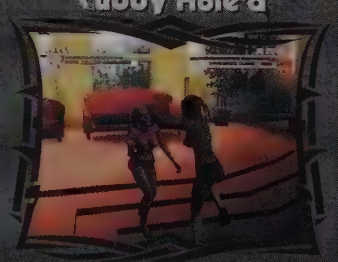
## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Cranial Disorder

Grab opponent, tap ← + Attack 1.

### Wreckin' Shop

Grab opponent, tap ← + Attack 1.

### Cubby Hole'd

Grab opponent, tap ← + Attack 1.

### Southern Comfort

Grab opponent, tap ← + Attack 1.

### The Execution

Grab opponent, tap ← + Attack 2.

### Over the Rainbow

Grab opponent, tap ← + Attack 2.

### Ear Muffs

Grab opponent, tap ← + Attack 2.

### Root Canal

Grab opponent, tap ← + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

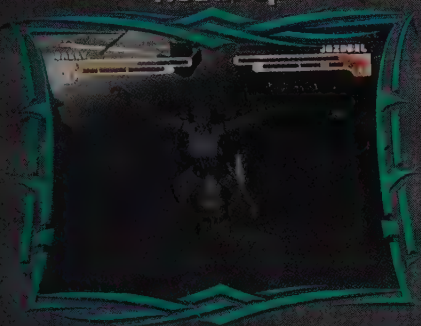
## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Flying Clothesline
Dash toward opponent and tap Attack 1.

### Dropkick
Dash toward opponent and tap Attack 2.

## Special Move

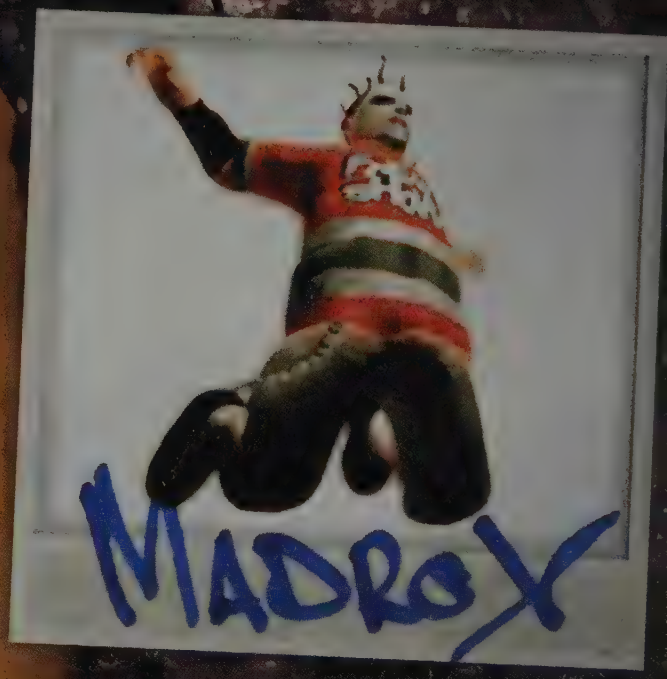
### Heads Up

Tap Attack 1 + Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# madrox

## bio

One of the Insane Clown Posse's understudies, Madrox and fellow rapper/wrestler Monoxide are members of the group Twiztid. Not only are the dynamic duo featured as playable characters in the game, but their song, "We Don't Die" is one of the featured cuts in the game. How's that for a twin killing?



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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Tooth Fairy

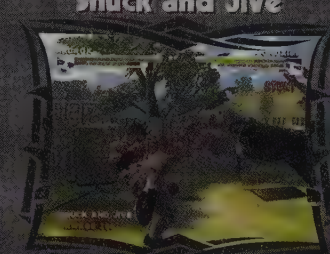
Grab opponent, tap ⇧ + Attack 1.

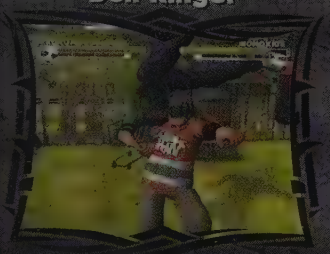
### Knuckle Up

Grab opponent, tap ⇧ + Attack 1.

### Noggin Knocker

Grab opponent, tap ⇧ + Attack 1.

### Shuck and Jive

Grab opponent, tap ⇧ + Attack 1.

### Bell Ringer

Grab opponent, tap ⇧ + Attack 2.

### Heaven's Drop

Grab opponent, tap ⇧ + Attack 2.

### BV Special

Grab opponent, tap ⇧ + Attack 2.

### Forklift Press

Grab opponent, tap ⇧ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Shoulder Charge
Dash toward opponent and tap Attack 1.

### Spin Kick
Dash toward opponent and tap Attack 2.

## Special Move

### Twisted Neck

Tap Attack 1 + Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# monoxide

## bio

Known as the Monoxide Child, Monoxide and his partner, Madrox, are a formidable team to try to step to, whether you want to battle them on the mic or in the wrestling ring. Even though he's wearing clown paint, don't let that fool you. When Monoxide hits you upside the head, it's no laughing matter.

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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

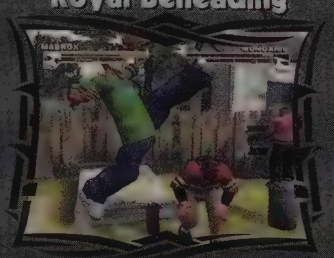
**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Chin Music

Grab opponent, tap ↑ + Attack 1.

### Head Banger

Grab opponent, tap ↑ + Attack 1.

### Royal Beheading

Grab opponent, tap ↑ + Attack 1.

### Head Trauma

Grab opponent, tap ↑ + Attack 1.

### Splash Damage

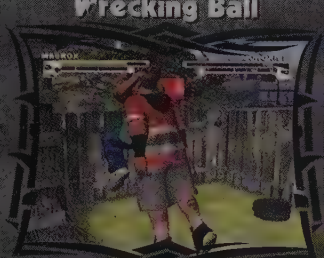
Grab opponent, tap ↑ + Attack 2.

### Lil' Pick-Me-Up

Grab opponent, tap ↑ + Attack 2.

### BV Special

Grab opponent, tap ↑ + Attack 2.

### Wrecking Ball

Grab opponent, tap ↑ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction

## Special Move

### Yeah Baby

Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Clothesline
Dash toward opponent and tap Attack 1.

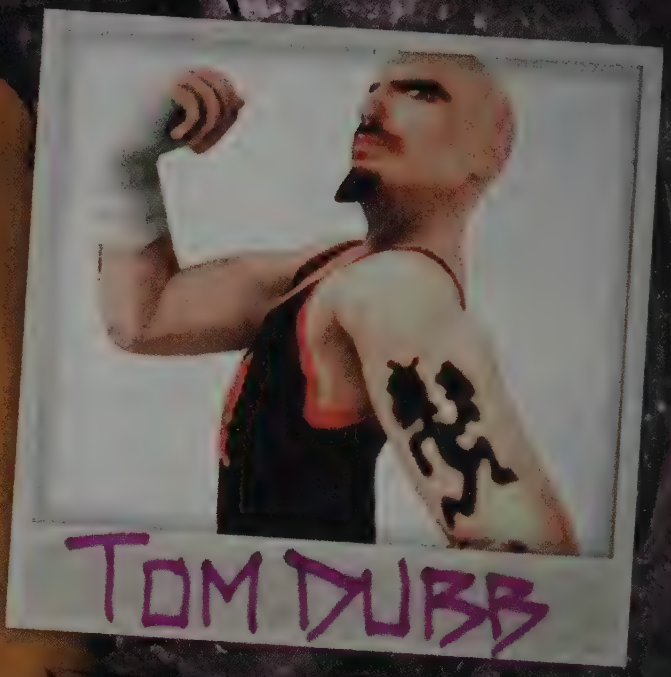
### Side Kick
Dash toward opponent and tap Attack 2.

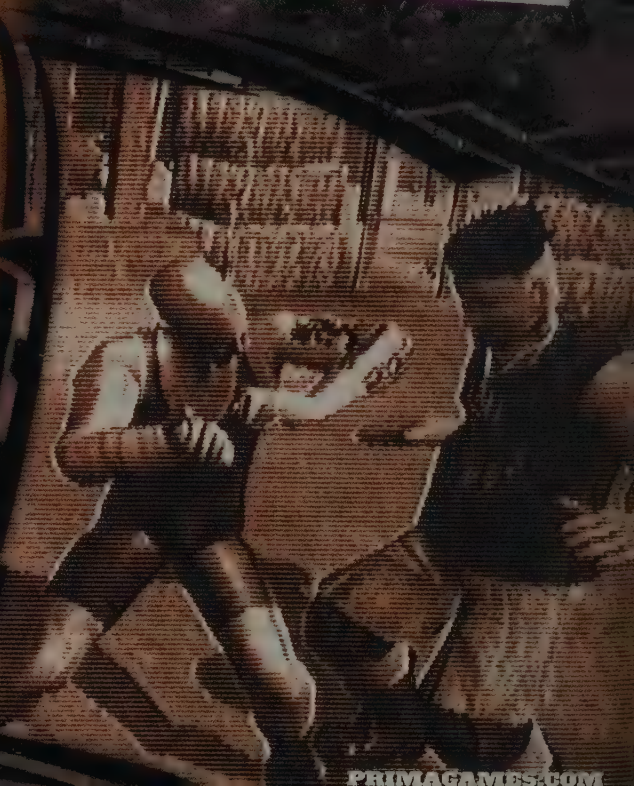
**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# tom dubb

## bio

The giant killer of JCW, Tom Dubb is also known as Tom "The Scrub" Dub. Throughout his years wrestling, Tom Dubb has battled almost every big man in the sport, from King Kong Bundy to Kamala. That's not to say that he's won any of these matches, but hey, someone has to take on all of these fat guys, so it might as well be him.



# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

**Punch**
Press Attack 1

**Kick**
Press Attack 2

**Attack String**
Press Attack 1 + Attack 2 repeatedly

**Mule Kick**
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

**Keel'd Over**

Grab opponent, tap ↑ + Attack 1.

**Cheese Grater**

Grab opponent, tap ↑ + Attack 1.

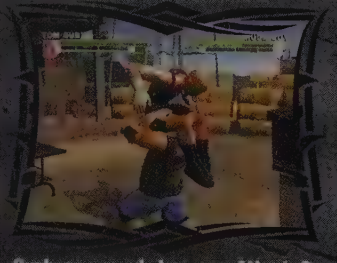
**Chin Music**

Grab opponent, tap ↑ + Attack 1.

**Cubby Hole'd**

Grab opponent, tap ↑ + Attack 1.

**The Mountie**



Grab opponent, tap ↑ + Attack 2.

**Bottoms Up**

Grab opponent, tap ↑ + Attack 2.

**Scoop Slam**

Grab opponent, tap ↑ + Attack 2.

**Body Massage**

Grab opponent, tap ↑ + Attack 2.

**Irish Whip**
Grab opponent, tap Grab + any direction.

## Special Move

**Backyard Punks**

Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

**Flying Body Press**
Dash toward opponent and tap Attack 1.

**Spin Kick**
Dash toward opponent and tap Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# rude boy

## bio

Just a few years into his life, Rudy Hill's father took him to his first wrestling show at the world famous Cobo Arena in Detroit. The top heel in the territory was the legendary Sheik who made an impression on his opponents, stabbing them with anything he could get his hands on–which quite often included a sharpened pencil–and burning them with fireballs. While scars and burns may fade, the impression made on the future "King of Hardcore" was indelible. Over the years, he became a fixture at the arena, waiting after the matches to meet his wrestlers, and eventually showing up hours before the matches, all the while professing to everyone who would listen that he would be a professional wrestler. As a teenager, he started carrying the wrestlers' bags into the locker room before the matches, and helping to set up the ring, even after the shows moved from the Cobo Arena to the legendary Joe Louis Arena.

Rude Boy has slowly moved up the wrestling ranks and is now the head booker and writer for JCW, as well as one of its top stars, "The King of Hardcore," who feuds with one of the last great hardcore legends Abdullah The Butcher.

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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

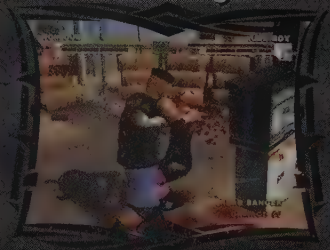
### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Head Banger

Grab opponent, tap ⇧ + Attack 1.

### Shuck and Jive

Grab opponent, tap ⇦ + Attack 1.

### Knuckle Up

Grab opponent, tap ⇩ + Attack 1.

### Bloody Fisticuffs

Grab opponent, tap ⇨ + Attack 1.

### Sling Shot

Grab opponent, tap ⇧ + Attack 2.

### Crucifix

Grab opponent, tap ⇦ + Attack 2.

### Splash Damage

Grab opponent, tap ⇩ + Attack 2.

### Heaven's Drop

Grab opponent, tap ⇨ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Clothesline
Dash toward opponent and tap Attack 1.

### Shoulder Charge
Dash toward opponent and tap Attack 2.

## Special Move

### That's Right

Tap Attack 1 + Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# ross lover

## bio

Fans have been trying to figure out Ross Lover for years. Is the man really from Texas, or is that a Brooklyn accent he's hiding behind that 10-gallon hat. One thing's for sure, Ross might be a lover, but he's also a fighter, and he has the talent and the moves to steal a victory from anyone in *Backyard Wrestling*. Featuring great power with agility to match, this is one big man who knows how to get down with the get down and claw his way to the championship.

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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Keel'd Over

Grab opponent, tap ← + Attack 1.

### Knuckle Up

Grab opponent, tap ← + Attack 1.

### Chin Music

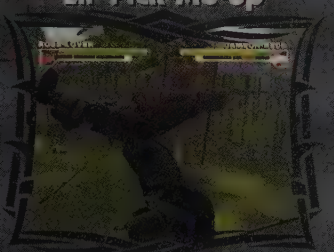
Grab opponent, tap ← + Attack 1.

### The Blacksmith

Grab opponent, tap ← + Attack 1.

### The Chiropractor

Grab opponent, tap ← + Attack 2.

### Lil' Pick-Me-Up

Grab opponent, tap ← + Attack 2.

### Forklift Press

Grab opponent, tap ← + Attack 2.

### Strangle Hold

Grab opponent, tap ← + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Special Move

### Lover Boy

Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Shoulder Charge
Dash toward opponent and tap Attack 1.

### Dropkick
Dash toward opponent and tap Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# dameon redd

## bio

A ska music fan who went crazy and now thinks he's the devil, catch a Dameon Redd headbutt and you might get your eyes gouged by the horns on top of his head. What led to his demonic transformation is still unclear, and although he now states that all music is evil, you can still spot him bobbing his head if the right ska beat starts playing in the background.

# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

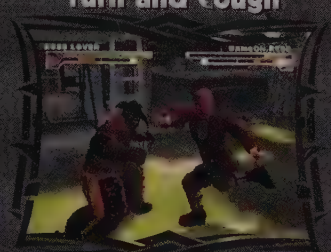
**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Breadbasket Buster

Grab opponent, tap ↑ + Attack 1.

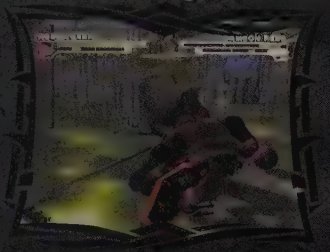
### Cubby Hole'd

Grab opponent, tap ↑ + Attack 1.

### Turn and Cough

Grab opponent, tap ↑ + Attack 1.

### Cheese Grater

Grab opponent, tap ↑ + Attack 1.

### Hair Stylist

Grab opponent, tap ↑ + Attack 2.

### Wrecking Ball

Grab opponent, tap ↑ + Attack 2.

### Root Canal

Grab opponent, tap ↑ + Attack 2.

### CPR

Grab opponent, tap ↑ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Special Move

### Redd Alert

Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Flying Punch
Dash toward opponent and tap Attack 1.

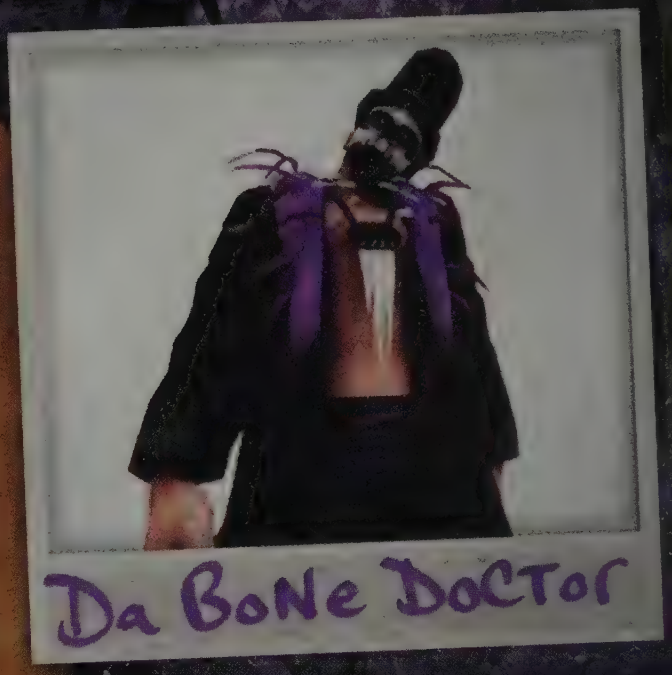
### Knee Lift
Dash toward opponent and tap Attack 2.

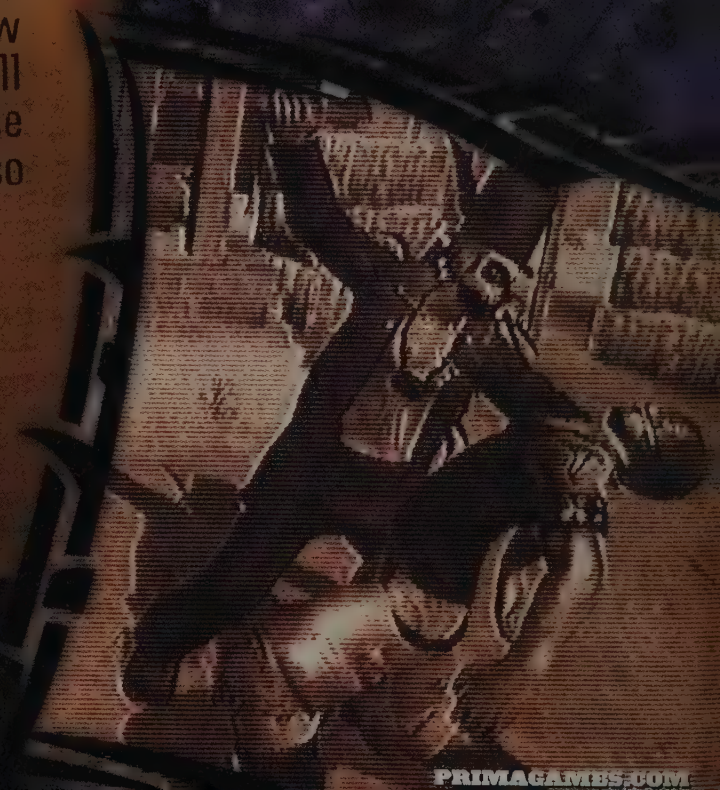
**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# da bone doctor

## bio

The voodoo man claims he can cast spells on opponents, but so far all he has ever done is hit them with trashcans and baseball bats. Da Bone Doctor resorts to evil tactics when losing and is liable to light the entire backyard on fire if that's what it takes to score the victory. The slaughterhouse match is the man's specialty, however, as he's able to use all of the blood and cow parts in potions that he hopes will cause his opponent to lose consciousness just long enough so that he can score the pinfall.





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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Tooth Fairy

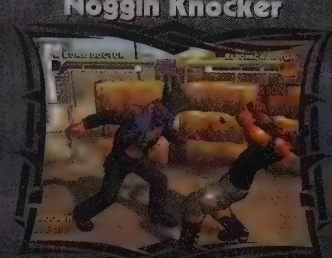
Grab opponent, tap ↑ + Attack 1.

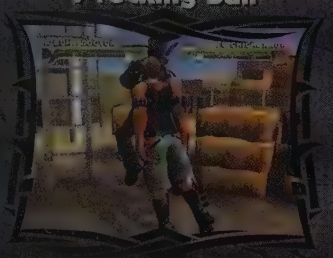
### The Chesterfield

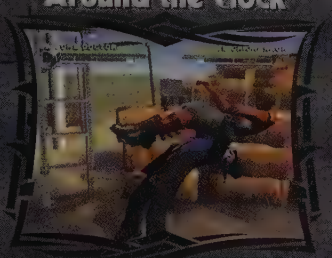
Grab opponent, tap ↑ + Attack 1.

### Keel'd Over

Grab opponent, tap ↑ + Attack 1.

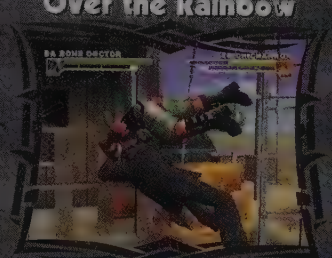
### Noggin Knocker

Grab opponent, tap ↑ + Attack 1.

### Wrecking Ball

Grab opponent, tap ↑ + Attack 2.

### Around the Clock

Grab opponent, tap ↑ + Attack 2.

### Flip Flop

Grab opponent, tap ↓ + Attack 2.

### Over the Rainbow

Grab opponent, tap ↑ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Special Move

### House Call

Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Clothesline
Dash toward opponent and tap Attack 2.

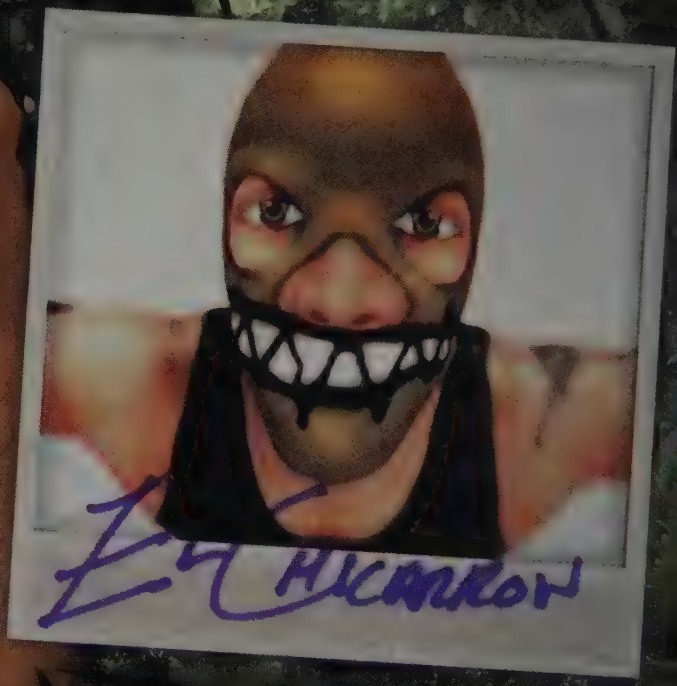
### Dropkick
Dash toward opponent and tap Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# el chicharron

## bio

The lucha libre who would rather run than fight, El Chich's name is a derivative of chicken, and one fight against the masked freak, and you'll know why. The man's got no backbone, doesn't want to stand toe-to-toe against even the weakest fighters but still manages the occasional pinfall and knockout due to his strong arm and countless weapons he can throw from across the yard.



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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

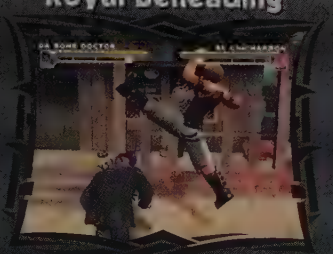
### Mule Kick
Press Attack 1 + Attack 2

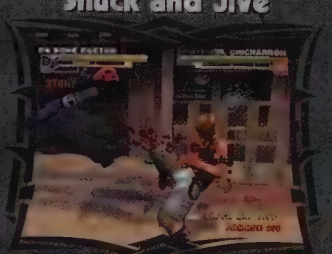
## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Chin Music

Grab opponent, tap ↑ + Attack 1.

### Royal Beheading

Grab opponent, tap → + Attack 1.

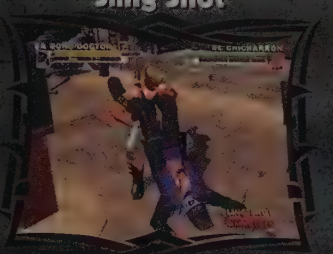
### Shuck and Jive

Grab opponent, tap ↓ + Attack 1.

### W'reckin' Shop

Grab opponent, tap ← + Attack 1.

### The Mountie

Grab opponent, tap ↑ + Attack 2.

### Sling Shot

Grab opponent, tap → + Attack 2.

### Guillotine Driver

Grab opponent, tap ↓ + Attack 2.

### Groundskeeper

Grab opponent, tap ← + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Special Move

### Lucha Libre

Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Flying Body Press
Dash toward opponent and tap Attack 1.

### Dropkick
Dash toward opponent and tap Attack 2.

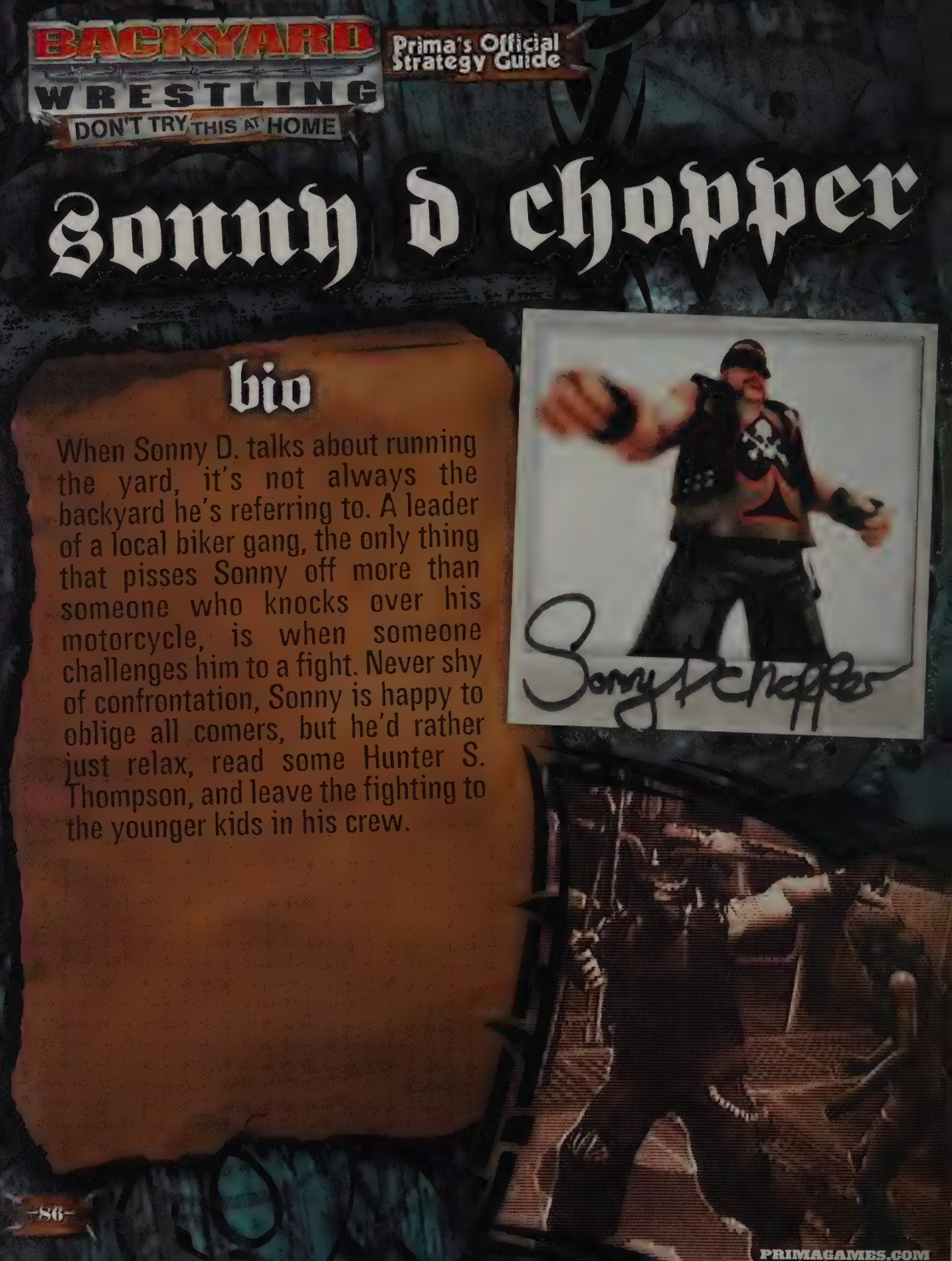
**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# Sonny D chopper

## bio

When Sonny D. talks about running the yard, it's not always the backyard he's referring to. A leader of a local biker gang, the only thing that pisses Sonny off more than someone who knocks over his motorcycle, is when someone challenges him to a fight. Never shy of confrontation, Sonny is happy to oblige all comers, but he'd rather just relax, read some Hunter S. Thompson, and leave the fighting to the younger kids in his crew.





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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

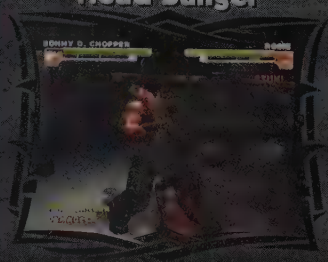
### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

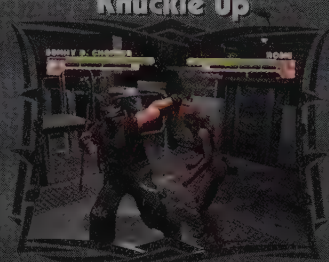
## Grab/Drag Moves

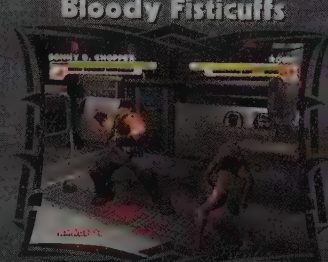
**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

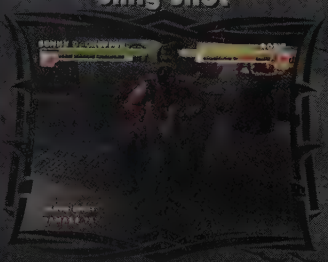
### Head Banger

Grab opponent, tap ⇧ + Attack 1.

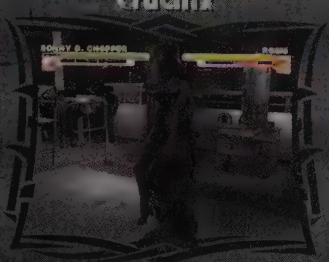
### Shuck and Jive

Grab opponent, tap ⇧ + Attack 1.

### Knuckle Up

Grab opponent, tap ⇧ + Attack 1.

### Bloody Fisticuffs

Grab opponent, tap ⇧ + Attack 1.

### Sling Shot

Grab opponent, tap ⇧ + Attack 2.

### Crucifix

Grab opponent, tap ⇧ + Attack 2.

### Splash Damage

Grab opponent, tap ⇧ + Attack 2.

### Heaven's Drop

Grab opponent, tap ⇧ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Clothesline
Dash toward opponent and tap Attack 1.

### Dropkick
Dash toward opponent and tap Attack 2.

## Special Move

### Ace of Spades

Tap Attack 1 + Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# rosie

## bio

A skank with bank, Rosie is a rich girl gone bad, and when we mean bad, we mean G-string diva bad. Rosie's favorite outfit is her birthday suit, and while she can't wrestle in backyards in the buff, she pretty much wears as little as humanly possible, including a G-string that's about as thick as dental floss to "cover" her behind. To her opponents, however, it just provides a better target to kick.

# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

**Punch**
Press Attack 1

**Kick**
Press Attack 2

**Attack String**
Press Attack 1 + Attack 2 repeatedly

**Mule Kick**
Press Attack 1 + Attack 2

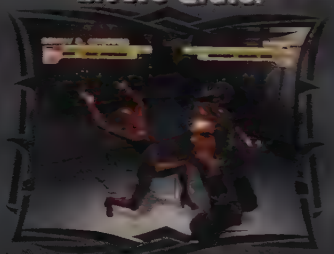
## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### No Means No

Grab opponent, tap ↑ + Attack 1.

### Cheese Grater

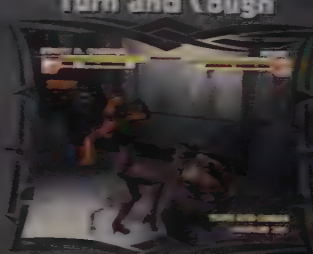


Grab opponent, tap ↓ + Attack 1.

### The Blacksmith

Grab opponent, tap ← + Attack 1.

### Turn and Cough



Grab opponent, tap → + Attack 1.

### Shakin' the Goodies

Grab opponent, tap ↑ + Attack 2.

### The Spanish Fly

Grab opponent, tap ↓ + Attack 2.

### Have A Seat

Grab opponent, tap ← + Attack 2.

### Scoop Slam

Grab opponent, tap → + Attack 2.

**Irish Whip**
Grab opponent, tap Grab + any direction.

## Special Move

### Thong Drop

Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

**Clothesline**
Dash toward opponent and tap Attack 1.

**Butt Drop**
Dash toward opponent and tap Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# adrianne pain

## bio

The name says it all. Adrianne Pain can dish it as well as take it, delivering fierce punches and kicks to opponents until they're stunned, then climbing on top of anything she can to leap off and deliver even more pain to the game. Adrianne's outfit is a cross between mod, schoolgirl, and stripper, as her multiple personalities constantly battle over wardrobe and shades of mascara.

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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

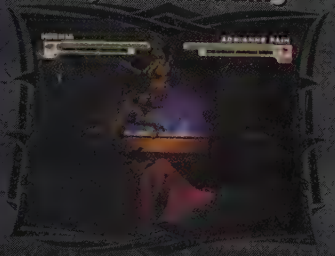
### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Royal Beheading

Grab opponent, tap ⇨ + Attack 1.

### Tree Trimmer

Grab opponent, tap ⇨ + Attack 1.

### Turn and Cough

Grab opponent, tap ⇨ + Attack 1.

### Just Teasin'

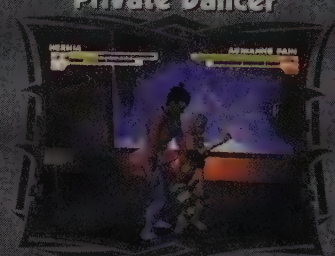
Grab opponent, tap ⇨ + Attack 1.

### Guillotine Driver

Grab opponent, tap ⇨ + Attack 2.

### Ground Floor

Grab opponent, tap ⇨ + Attack 2.

### Private Dancer

Grab opponent, tap ⇨ + Attack 2.

### Spin Cycle

Grab opponent, tap ⇨ + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

## Special Move

### Snap, Crackle, Pop

Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Clothesline
Dash toward opponent and tap Attack 1.

### Butt Drop
Dash toward opponent and tap Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# Hernia

## bio

Man or woman? Well, it's wearing a ballerina outfit, so you'd think woman, but no one is quite sure, and there have been zero volunteers to get a closer look. Sure, Hernia has more muscles than the average bodybuilder and is stronger than just about any other wrestler in the game, but it's her scary look that freaks out opponents, the rest they can deal with.



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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

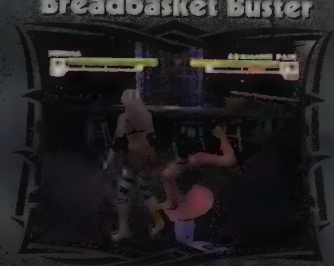
**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Bloody Fisticuffs

Grab opponent, tap ← + Attack 1.

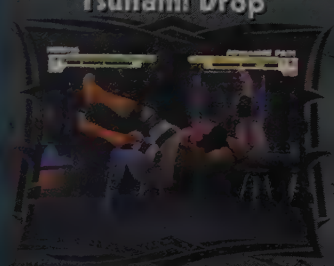
### Noggin Knocker

Grab opponent, tap ← + Attack 1.

### Breadbasket Buster

Grab opponent, tap ← + Attack 1.

### Knuckle Up

Grab opponent, tap ← + Attack 1.

### Tsunami Drop

Grab opponent, tap ↑ + Attack 2.

### Flip Flop

Grab opponent, tap ↑ + Attack 2.

### Toilet Seat

Grab opponent, tap ↓ + Attack 2.

### Strangle Hold

Grab opponent, tap → + Attack 2.

### Irish Whip
Grab opponent, tap Grab + any direction.

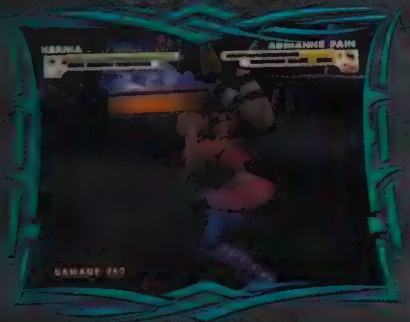
## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Clothesline
Dash toward opponent and tap Attack 1.

### Dropkick
Dash toward opponent and tap Attack 2.

## Special Move

### Dance Fever

Tap Attack 1 + Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# josh asbill

## bio

A real kid with a real dream to be in a video game, Josh Asbill won a sweepstakes through Eidos and IGN.com to become a playable character in Backyard Wrestling, and is actually one of the best fighters in the game. The kid's got more moves than a game of chess and represents Eidos and IGN with a wicked array of aerial assaults. The real champion of the game.

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# move list

## Normal (Non-Clench) Moves

**NOTE** *This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same playing level as the opponent.*

### Punch
Press Attack 1

### Kick
Press Attack 2

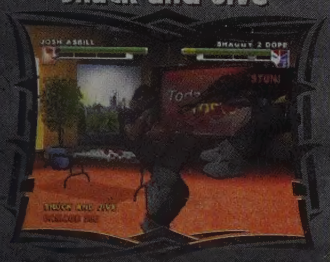
### Attack String
Press Attack 1 + Attack 2 repeatedly

### Mule Kick
Press Attack 1 + Attack 2

## Grab/Drag Moves

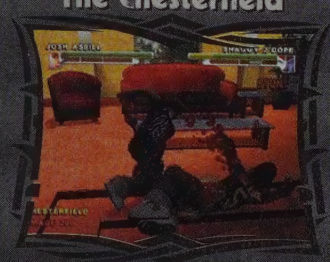
**NOTE** *This state occurs after a successful grab attempt. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.*

### Shuck and Jive



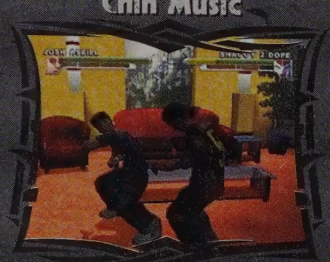

Grab opponent, tap ⇧ + Attack 1.

### The Chesterfield



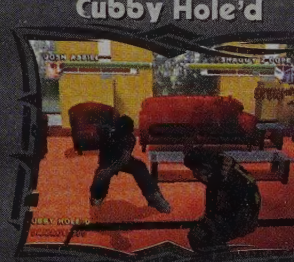

Grab opponent, tap ⇦ + Attack 1.

### Chin Music




Grab opponent, tap ⇩ + Attack 1.

### Cubby Hole'd

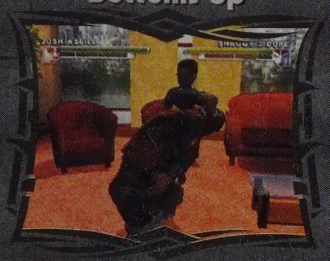



Grab opponent, tap ⇨ + Attack

### The Mountie

Grab opponent, tap ⇧ + Attack 2.

### Bottoms Up

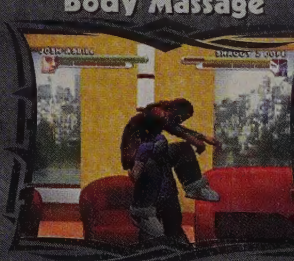



Grab opponent, tap ⇦ + Attack 2.

### Scoop Slam

Grab opponent, tap ⇩ + Attack 2.

### Body Massage

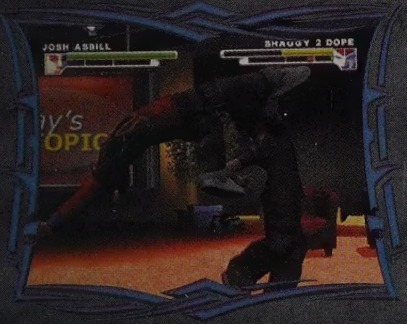



Grab opponent, tap ⇨ + Attack

### Irish Whip
Grab opponent, tap Grab + any direction.

## Special Move

### The Rag Doll




Tap Attack 1 + Attack 2.

## Dash Moves

**NOTE** *This state occurs when the player is dashing. The only options are to wait for the dash to finish or attack.*

### Flying Fist
Dash toward opponent and tap Attack 1.

### Spin Kick
Dash toward opponent and tap Attack 2.

**NOTE** *All special moves are performed from a grab and are only available when your opponent has taken a lot of damage. Your stun meter will begin flashing red to indicate that the move is available. It cannot be reversed.*

# Violent J Interview

## This is one clown that kicks ass.

**Violent J is living his dream. Growing up a fan of wrestling, rap music, and video games, the co-founder of the Insane Clown Posse finally gets to realize the last of his goals as he becomes immortalized into polygonal form for *Backyard Wrestling*.**

**Or, as he puts it: "I can die now. I've done it all."**

*Backyard Wrestling* author Jon Robinson caught up with Violent J to ask him more about ICP, the wrestling business, and, of course, video games.

**Jon Robinson:** Have you always been a big video game fan?

**Violent J:** I am, but the truth is, I suck. I don't know if it's the coordination or what, but I've never had the skills. I've always loved them, I always buy all the systems and everything, I just suck. [laughs] My brother, though, he's really good. He finishes every game he starts.

**JR:** But now you're not just playing games, you're starring in them.

**VJ:** That's the s*** man. Any type of success the Insane Clown Posse has had, I'm just overwhelmed with everything. To have video game professionals recreate your likeness in a video game, and then have it come out in stores and have people all around the world play it, it's too much for me to even comprehend. Especially the fact that I suck at playing games, but this is definitely one game I'm going to have to master. I have to master my guy, at least. We owe this whole thing to Kevin Gill at Eidos. He's the s***, man. He's the one who put us in this game, and I think it's going to be real big.

**JR:** You wrestle, you rap, now you're in a video game. Are these your three biggest dreams come true?

**VJ:** There really isn't anything left that I wanted to do that I haven't. I grew up a regular kid in Detroit, and I loved rap music and wrestling. Now I have platinum and gold records on the wall. We've been to WWE, WCW before it closed, and even ECW. Now we're in a video game wrestling. We were even on the cover of WWF magazine once, and that s*** blows my mind. I'm not kidding myself, I know it's not our wrestling skills that got us into all of those promotions, it's our rapping skills, but hard work is hard work. If you're an actor and you bust your ass to be an actor and then all of a sudden you want to come out with a record, you can do it because you already busted your ass in one way or another. You have to pay your dues somewhere in entertainment, and once you do that, you can pretty much go anywhere else with it. Like sports stars who put out rap records. We paid our dues in music and crossed over into wrestling. It's the s***, man. Although it's hard to keep the two separated. People who buy our records might not understand why we're getting our asses beat. [laughs] At the same time, I don't want to go into WCW and have them let us beat some tag team because these guys are wrestlers, we're here as rappers. Over the years, we developed our talents as wrestlers as well, so now we're good to go.

**JR:** What's the craziest bump you've taken in the ring?

**VJ:** I did a moonsault flip off of the top of a steel cage, through a guy, through a table. That's the craziest bump I ever took. It was the s***. We had an event in Detroit called StrangleMania Live. It was a match with me and Shaggy versus The Rednecks. Their names were Confederate Fred and Al Labama. [laughs] At the end of the match, Shaggy went to the top of the cage and got knocked off of the top and went flying through a table on the outside. Later on, I laid out a guy on a table in the ring, climbed to the top of the cage and just hit the moonsault perfectly. It was just one of those perfect nights.

**JR:** Is that what we can expect out of your video game character as well?

**VJ:** They got us doing moves I don't even know how to perform in real life.

**JR:** What do you think is the connection between the worlds of rap, wrestling, and video games?

**VJ:** It's just people escaping reality. Every day, you have to go to work or school or whatever, and you need something to escape. They like to take an escape. They like to put an ICP record on and hear about crazy ass clown in dark carnivals or they like to watch wrestling. Everyone knows that the wrestling is a work, but what you have is an arena full of people cheering and booing and escaping reality. It's the same thing with video games. You can sit there in your bedroom and conquer something that other people can't. You can beat the game makers, you can overcome all of the challenges that they put in front of you and accomplish something. Rap, wrestling, and video games all give a big f*** you to reality.

**JR:** How big is the actual sport of backyard wrestling?

**VJ:** As a kid, we used to do backyard wrestling. Me and Shaggy, we always said that if we made money, we'd buy a wrestling ring for real, and the first time we ever got an advance check, that's the first thing we did. We put the ring up in a warehouse and we wrestled in that b**** every day. Now we have three rings, and two octagon rings. There are hundreds of these backyard wrestling promotions. Some people do it in community centers, some people wrestle in high school gyms, and it's amazing how many people show up to see the matches. If you live in a small ass town, you can get everyone from your school to come see you wrestle. There is this one backyard wrestling promotion in Michigan that draws around 500 people every three weeks. It sucks, yeah people get hurt in backyard wrestling, but what the f***, people get hurt riding bikes, you don't tell them to stop. It's just part of being a kid.



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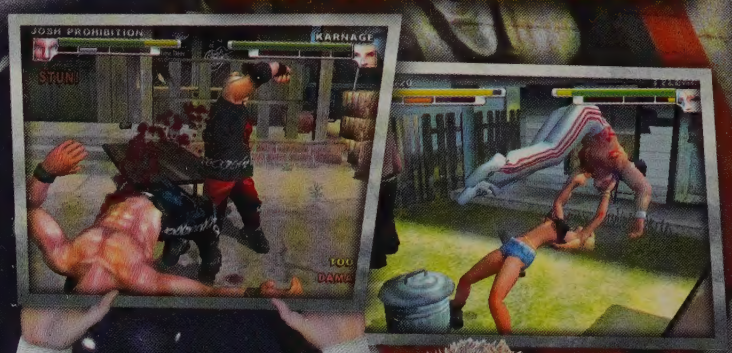
- CRUCIAL DETAILS ON STAGES, OPPONENTS, AND GOALS
- INTERVIEW WITH THE INSANE CLOWN POSSE

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